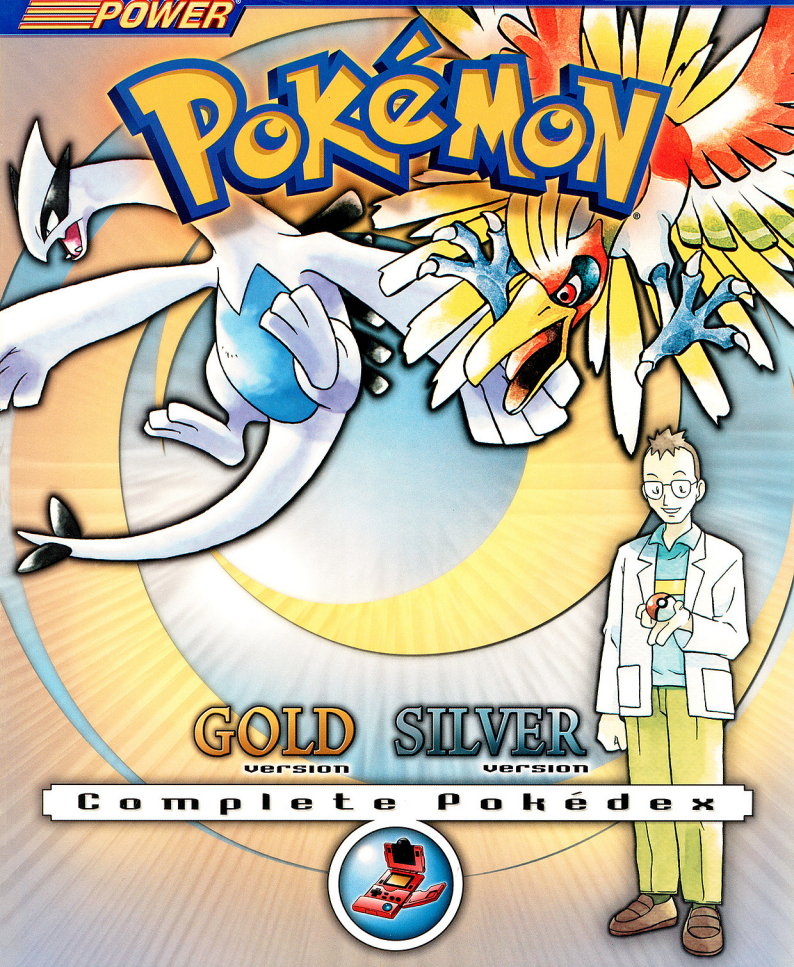


**NINTENDO**  
**POWER**

THE ONLY GUIDE FROM **Nintendo**

# POKÉMON



**GOLD**  
version

**SILVER**  
version

**Complete Pokédex**





# STAFF LIST

**Publisher**  
M. Arakawa

**Associate Publisher**  
Yoshio Tsuboike

**Editor in Chief**  
Scott Pelland

**Lead Writer**  
Jennifer Villarreal

**Editor/Producer**  
Jessica Joffe Stein

**Strategic Layout**  
**U-Craft**

Jumpin' Jack Yushi  
Toru Nakagawa  
Tatsuya Hoshi

**Work House Co., Ltd.**

Shigehiko Takahashi  
Shinya Takita  
Yoshiyuki Oshino

**V-Design, Inc.**

Yoshi Orimo  
Sonja Morris

**Art Director**  
Kim Logan

**Lead Designer**  
David Waterworth

**Electronic Prepress**

Jim Catechi  
Tim Garret  
Rebekah Lane  
Brad Mosher  
Andy Myers  
Van Williams

**Prepress Assistant**  
Christopher Shepperd

**Sales/Marketing Manager**  
Jeff Bafus

**Advertising Coordinator**  
Malinda Miller

**Production Specialist**  
Machiko Ochler

The Pokémon Gold Version and Silver Version Complete Pokédex is printed in the U.S.A. and published by Nintendo of America Inc., 4340 140th Ave. NE, Redmond, Washington 98052, at \$14.99 in the U.S.A. (\$17.99 in Canada). ©2001 Nintendo of America Inc. All rights reserved. Nothing that appears in the Pokémon Gold Version and Silver Version Complete Pokédex may be printed in whole or in part without express written permission from Nintendo of America Inc., copyright owner.™ and ® are trademarks of Nintendo of America Inc. Pokémon ©1995-2001 Nintendo Creators Inc./ GAME FREAK Inc. ISBN 1-930266-06-3



# CONTENTS

Be a Pokémon Master.....	4
Reading the Pokédex.....	8
<b>THE POKÉDEX</b>	
Elm's Archives.....	9
World Map.....	92
Reading the Locator.....	94
Pokémon Locator (By Area).....	96
Pokémon Locator (By Name).....	122
Item.....	134
Technical and Hidden Machine Lists.....	139
Abilities & Attacks.....	140

<b>PROF. ELM'S MEMO</b>	<b>PAGE</b>
SPECIALLY COLORED POKÉMON	9
THE POKÉBUS	10
MYSTERY GIFT AND YOUR ROOM	11
POKÉMON PIKACHU 2 GS	12
MAIL SYSTEM	15
MAKE FRIENDS	18
FRIENDLY EVOLUTION	19
THE POKÉ BALL MAKER	20
KURT'S POKÉBALLS	21
FALSE SWIPE	24
LINK TRADE EVOLUTION	25
ROCK SMASH	26
FUN WITH UNOWN	27
HEADBUTT HELP	28
HEADBUTT POKÉMON	29
STONE EVOLUTION	30
POKÉMON EGGS	35
POKÉMON PARING	36
POKÉMON EGG—DITTO	37
POKÉMON EGG—CEPTIONS	38
POKÉMON GENDERS	39
TIME CAPSULE	42
WILD POKÉMON ITEMS	51
TRAINERS CALLING	52
SMEARGLÉ'S SKETCH	57
RARE POKÉMON	63
MORE RARE POKÉMON	64
POWERFUL ITEMS	67
UNUSUAL ITEMS	68
RED, BLUE AND YELLOW ONLY	81
MORE UNAVAILABLE POKÉMON	82
UNAVAILABLE IN GOLD	87
UNAVAILABLE IN SILVER	88
HAVE YOU SEEN MEW?	90

## Pokémon Index by ID Number

ID	Pokémon Name	Pokédex Page	Locator Page	ID	Pokémon Name	Pokédex Page	Locator Page
1	BULBASAU	81	122	85	DODRHO	72	123
2	HYSAUR	81	122	86	SEI	64	121
3	VENUSAUR	81	123	87	DEWGONG	64	123
4	CHARMANDER	82	122	88	GRIMER	45	125
5	CHARMELEON	82	122	89	MUK	45	128
6	CHARIZARD	82	122	90	SHELLDER	61	131
7	SQUIRTLE	83	121	91	CLOYSTER	61	123
8	WARTORTLE	83	123	92	GASTLY	26	124
9	BLASTOISE	83	122	93	HAUNTER	26	125
10	CATERPIE	16	122	94	GENGAR	26	124
11	METAPOD	16	127	95	ONIX	27	128
12	BUTTERFREE	16	122	96	BROWZEE	35	123
13	WEEDLE	16	123	97	HYPER	35	125
14	KAKUNA	16	126	98	KRABBY	40	126
15	BEEDRILL	16	122	99	KINGLER	40	126
16	PIEDPIT	101	129	100	VOLTOPH	46	123
17	PIEDPITTO	12	129	101	ELECTRODE	46	123
18	PIEDPIT	12	128	102	EKEGGCUTE	41	124
19	RATTATA	14	130	103	EKEGGUTOR	41	124
20	RATICATE	14	130	104	CUBONE	73	123
21	SPEAROW	13	131	105	MAROWAK	73	127
22	FEAROW	13	124	106	HITMOTILE	53	125
23	EKANS	23	123	107	HITMONCHAN	53	125
24	ARBOK	23	122	108	LICKITUNG	65	126
25	PIKACHU	15	129	109	KOFFING	44	126
26	RAICHU	15	130	110	WEEZING	44	133
27	SANDSHREW	22	130	111	RHYTHORN	74	130
28	SANDSLASH	22	130	112	RHYHORN	74	130
29	NIDORAN ♀	38	128	113	CHANNY	74	127
30	NIDORINA	38	128	114	TANGELA	65	132
31	NIDOQUEEN	38	128	115	KANGASKHAN	74	126
32	NIDORAN ♂	39	128	116	HORSEA	68	125
33	NIDORINO	39	128	117	SEADRA	68	130
34	NIDOEING	39	128	118	GOLDIE	32	124
35	CLEAFURY	20	122	119	SLAKING	32	130
36	CLEABLE	20	122	120	STARBY	61	131
37	VULPIX	47	123	121	STARME	61	131
38	NINETALES	47	128	122	MR. MIME	57	128
39	JIGGLYPUFF	21	125	123	SCYTHER	43	130
40	WOOLLYTHIFF	21	133	124	JYNX	56	125
41	ZUBAT	19	133	125	ELECTRBUZZ	56	123
42	GOBAT	19	124	126	MAGMAR	55	127
43	ODDSH	34	128	127	PINSIR	43	129
44	GLOOM	34	124	128	TAUROS	54	132
45	VILEPLUME	34	133	129	MAGHARP	32	127
46	PARAS	30	128	130	GYARADOS	32	125
47	PARASECT	30	128	131	LAPRAS	78	126
48	VIRICHAT	42	133	132	DRITTO	37	123
49	VIRINOTH	42	133	133	VEVEE	64	123
50	DIGLETT	49	123	134	VAPORHEON	66	133
51	DUGTRIO	49	123	135	JOLTEON	66	125
52	MOWTH	50	127	136	FLAREON	67	124
53	PERKIAN	50	128	137	PORYGON	77	129
54	PSYDUCK	51	129	138	OMANYTE	79	128
55	GOLDUCK	51	124	139	OMASTAR	79	128
56	MANNY	50	127	140	KABUTO	79	126
57	PRIMEALE	50	129	141	KABUTOPS	79	126
58	GROWLITHE	48	125	142	AERODACTYL	80	122
59	ARCANNIE	48	122	143	SNORLAX	80	131
60	POLIVHUN	31	129	144	ARTICUNO	84	122
61	POLIVHRL	31	129	145	ZAPDOS	84	133
62	POLIVHAT	31	129	146	MOLTRES	85	128
63	ABRA	36	122	147	DRATINI	87	123
64	KADARRA	36	126	148	DRAGONAIR	87	123
65	ALAKAZAM	36	122	149	DRAGONITE	87	123
66	MACHOP	52	126	150	NEWITWO	90	128
67	MACHOPE	52	126	151	MEW	90	127
68	MACHAMP	52	126	152	CHRONITA	9	122
69	BELLSPROUT	28	122	153	BATLEE	9	122
70	WEEPIBELL	28	133	154	MEGANIUM	9	127
71	VICTIREBEL	28	133	155	CYNDAQUIL	10	123
72	TENTACOL	59	132	156	QUILVA	10	129
73	TENTACUEL	59	132	157	TYPHOLOSION	10	132
74	GEODUDE	18	124	158	HYPOBLE	11	122
75	GRAYLIE	18	125	159	CROCONAW	11	123
76	GOLEM	18	125	160	PERALGATR	11	124
77	PONYTA	73	129	161	SENTRET	14	131
78	RAPIDASH	73	130	162	FURRET	14	124
79	SLOWPOKE	33	131	163	HOOTHOOT	13	125
80	SLOWBRO	33	131	164	NOCTOWL	13	126
81	MAGAMITE	45	127	165	LEDYTA	17	126
82	MAGANTON	45	127	166	LEDIAN	17	126
83	FARFETCH'D	58	124	167	SPINARAK	17	131
84	DODUO	72	123	168	ARIADOS	17	122



ID #	Pokémon Name	Pokedex Page	Locator Page
167	CHIEFY	13	125
170	CHINCHOU	63	122
171	LANTURN	63	126
172	PICRU	15	128
173	CLEFA	20	123
174	IGGLYBUFF	21	125
175	TOGETI	22	132
176	TOGETIC	22	132
177	NATU	58	128
178	XATU	58	133
179	MAREP	24	127
180	FLAIFY	24	124
181	AMPHAROS	24	122
182	BELLOSSOM	34	122
183	MARIL	49	127
184	AZUMARILL	49	122
185	SUDOWOODO	41	132
186	POLITOED	31	129
187	HOPP	29	125
188	SKIPLOOM	29	131
189	JUMPLUFF	29	125
190	ALFON	40	127
191	SUNNEN	40	132
192	SUNFLORA	40	132
193	YANMA	40	133
194	WOOPER	25	133
195	QUAGSIRE	25	129
196	ESPEON	67	124
197	UMBREON	67	124
198	MURKROW	75	128
199	SLOWING	33	131
200	MISDREAVUS	77	128
201	UNOWN	27	133
202	WOBBUFFET	42	133
203	GIRAFARIG	54	124
204	PINECO	27	129
205	FORRESTRESS	37	124
206	DUNSPARCE	23	123
207	GLIGAR	69	124
208	STELIX	27	132
209	SHUBULB	47	131
210	GRANBULL	47	125
211	OWHIVE	71	130
212	SCIZOR	43	130
213	SHUCKLE	60	131
214	HERACROSS	44	125
215	SNEASEL	76	131
216	TEDDIURSA	70	132
217	URSARING	70	133
218	SUGIRA	76	131
219	MAGCARGO	76	126
220	SWINUB	70	132
221	PILOSWINE	70	129
222	CORSOLA	62	123
223	REMORAID	62	130
224	OCTILYDE	62	128
225	DIBBO	49	123
226	MANTINE	71	127
227	SKARMORY	72	131
228	HOUNDOUR	75	125
229	HOUNDOOM	75	125
230	KINGDRA	68	126
231	PRANKY	71	128
232	DOWNHAN	71	123
233	PORTGON2	77	129
234	STANTLER	48	131
235	SMEEGAL	57	131
236	TYROQUE	53	132
237	HITMONTOP	53	125
238	SMOOCHEM	56	131
239	ELEKID	56	123
240	MAGBY	55	126
241	MILTANK	55	128
242	BLISSY	78	122
243	RAIKOU	85	130
244	ENTE	86	123
245	SUKUNE	86	132
246	LEVIATAR	88	126
247	PUPITAR	88	129
248	TYRANITAR	88	132
249	LUGIA	89	126
250	HO-ON	89	125

# Alphabetical Pokémon Index

ID #	Pokémon Name	Pokedex Page	Locator Page
162	AERODACTYL	80	122
169	ALFON	40	127
165	ALAKAZAM	36	128
181	AMPHAROS	24	122
24	ARKHO	23	122
59	ARCANINE	48	122
148	ARABAS	17	122
144	ARACINO	84	122
184	AZUMARILL	49	122
153	BAYLEE	9	122
15	BEEDILL	16	122
182	BELLOSSOM	34	122
69	BELSPROUT	28	122
9	BLISSY	78	122
242	BLISSY	78	122
1	BULBASAU	81	122
12	BUTTERFREE	16	122
10	CATERPIE	16	122
113	CHANCEY	78	122
6	CHARAZARD	82	122
171	CHARMANDER	82	122
5	CHARMELEON	82	122
152	CHIKORITA	9	122
170	CHINCHOU	63	122
36	CLEARFL	20	122
35	CLEAFY	20	122
173	CLEFY	20	122
91	CLOYSTER	44	122
222	CORSOLA	62	123
169	CROBAT	19	123
159	CROCONAW	11	123
104	CUBONE	73	123
155	CYNQAQUIL	10	123
225	DELIBIRD	69	123
87	DEWONG	44	123
50	DILOTT	49	123
132	DITTO	37	123
85	DODRIO	72	123
84	DOODO	72	123
232	DOWNHAN	71	123
148	DRAGONAIR	87	123
149	DRAGONITE	87	123
147	BRATINI	87	123
94	DROWZEE	35	123
51	DUOTRI	49	123
206	DUNSPARCE	23	123
133	EEVEE	66	123
23	EVANS	23	123
125	ELECTABUZZ	56	123
101	ELECTRODE	46	123
249	ELEKID	56	123
244	ENTE	86	123
194	ESPEON	67	123
102	EXEGGUTE	41	123
103	EXEGGUTOR	41	123
83	FAIRITCH'D	55	124
22	FEAROW	13	124
140	FERALIGATR	11	124
180	FLAIFY	24	124
134	FLARION	67	124
205	FORRESTRESS	37	124
162	FURBAT	18	124
92	GASTLY	26	124
94	GENGAR	26	124
74	GEODUDE	18	124
203	GIRAFARIG	54	124
207	GLIGAR	69	124
44	GLOOM	34	124
42	GOLIATH	18	124
118	GOLDEN	32	124
55	GOLDUCK	51	124
76	GOLEM	18	125
210	GRANBULL	47	125
75	GRABLER	18	125
84	GRIMER	45	125
58	GROWLTHIE	48	125
130	GYARADOS	32	125
93	HAUNTER	26	125
214	HERACROSS	44	125
107	HITMONCHAN	53	125
106	HITMONLEE	53	125
227	HITMONTOP	53	125
250	HO-ON	89	125

ID #	Pokémon Name	Pokedex Page	Locator Page
163	HYPERBOLT	13	125
187	HOPP	29	125
165	HOUSA	68	125
229	HOUNDOOM	75	125
228	HOUNDOUR	75	125
97	HYMNO	35	125
174	IGGLYBUFF	21	125
2	IVYSAU	81	125
29	JIGGLYPUFF	21	125
135	JOLTEON	66	125
189	JUMPLUFF	29	125
124	JYNX	56	125
140	KABUTO	79	126
141	KABUTOPS	79	126
64	KADABA	36	126
14	KAKUNA	16	126
15	KANGASKHAN	74	126
230	KINGDRA	68	126
99	KINGLER	60	126
109	KOFFING	44	126
98	KRABBY	60	126
171	LEAFMAN	63	126
131	LAPRAS	78	126
246	LEVIATAR	88	126
166	LEDIAN	17	126
165	LEDTA	17	126
128	LEXTING	65	126
249	LUGIA	89	126
64	MACHOP	52	126
67	MACHOKE	52	126
66	MACHOP	52	126
240	MAGBY	55	126
219	MAGCARGO	76	126
129	MAGIKARP	32	127
126	MAGNABY	55	127
81	MAGNETITE	45	127
82	MAGNETON	45	127
52	MEOWTH	50	127
11	METAPOD	16	127
151	MEW	90	127
150	MEWTWO	90	128
241	MILTANK	55	128
208	MISDREAVUS	77	128
144	MOLTRES	85	128
102	MR. MIME	57	128
89	MUK	45	128
198	MURKROW	75	128
177	NATU	58	128
24	NIDORING	39	128
31	NIDOROLEN	38	128
29	NIDORAN	38	128
32	NIDORAN	38	128
30	NIDORINA	38	128
33	NIDORINO	39	128
38	NINETALES	17	128
16	NOCTOWL	13	128
224	OCTILYDE	62	128
43	ODDSH	24	128
108	OMANITE	29	128
129	ONIMASTER	29	128
95	ONIX	27	128
64	PARAS	30	128
47	PARASECT	30	128
53	PERAZIA	50	128
231	PRANKY	71	128
172	PICRU	15	128
18	PIDGEOT	12	128
17	PIDGEOTTO	12	129
16	PIDGEY	12	129
85	PIRACIA	15	129
31	PILOSWINE	70	129
294	PINECO	37	129
127	PIPIER	43	129
186	POLITOED	31	129
60	POLIWHAG	31	129
61	POLIWHIRL	31	129
45	POLUBATH	31	129
77	PONTA	73	129

ID #	Pokémon Name	Pokedex Page	Locator Page
137	PORTGON2	77	129
57	PRIMEAPE	50	129
54	PSYDUCK	51	129
247	PUPITAR	88	129
195	QUAGSIRE	25	129
156	QUILAVA	10	129
24	RAICHU	15	130
243	RAIKOU	85	130
78	RAPIDASH	73	130
20	RATICATE	14	130
19	RATTATA	14	130
233	REMORAID	62	130
132	RHYDON	74	130
131	RHYHORN	74	130
27	SANDSHREW	22	130
28	SANDSLASH	22	130
212	SCIZOR	43	130
123	SCYTHER	43	130
187	SEADRA	68	130
153	SHOELAX	80	131
66	SEEL	64	131
161	SENTRET	16	131
90	SHEDDER	14	131
213	SHUCKLE	60	131
227	SKARMORY	72	131
188	SKIPLOOM	29	131
199	SLOWING	33	131
199	SLOWING	33	131
199	SLOWING	33	131
218	SUGOMA	76	131
235	SMEAGLE	57	131
238	SMOOCHUM	56	131
215	SNEASEL	76	131
143	SNOWBALL	80	131
209	SNIBULL	47	131
21	SPEAROW	13	131
167	SPINARAK	17	131
7	SQUIRTLE	83	131
234	STANTLER	48	131
121	STARABE	61	131
131	STARFUT	57	131
226	STELIX	27	132
185	SUDOWOODO	41	132
246	SUKUNE	86	132
192	SUNFLORA	40	132
218	SUNKERN	40	132
220	SUNGLASS	76	132
14	TANGELA	70	132
128	TAJROS	54	132
216	TEDEURSA	70	132
73	TENTACOO	59	132
73	TENTACUOL	59	132
175	TOGETI	22	132
176	TOGETIC	22	132
15	TODOLIE	11	132
157	TYPHLOSION	10	132
248	TYRANITAR	88	132
236	TYROQUE	53	132
197	UMBREON	67	132
201	UNOWN	27	133
217	URSARING	70	133
134	VAPORON	66	133
49	VENOMOTH	42	133
48	VENOMAT	42	133
3	VENSUAIR	81	133
71	VICTREBEL	28	133
45	VILEPLUME	34	133
102	WOBBUFFET	42	133
17	WOOPER	25	133
198	XATU	58	133
193	YANMA	40	133
145	ZAPPOS	84	133
61	ZURAT	19	133

# Be a Pokémaster

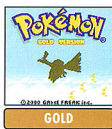
If you're reading this book, you're on your way to becoming a Pokémaster. You've probably finished Red, Blue or Yellow and maybe even Gold or Silver, and now

you want to know everything about each Pokémon, including its attacks, where to catch it and its evolutions. This book has all of that information—and more.



## Precious Pokémon Paks

Pokémon Gold and Silver are the latest glittering entries in the phenomenal Pokémon series that has taken the world by storm. The two games feature a new hero and story line and are filled with many new Pokémon in addition to most of the original 151 Pokémon from Red, Blue and Yellow.



## Morning, Day, Night

Time passes in Gold and Silver's world the way it does in your world. At the beginning of the game you'll be asked for the time of day and, later, the day of the week. If you set your game to the actual time and day of the week, it will be noon on a Tuesday in the game when it's noon on a Tuesday in the world outside the game. At 6 p.m., the sun goes down as day fades into night, and it gets darker in the game world. It becomes morning at 4 a.m., then day again at 10 a.m.



DAY



NIGHT



Wild HOOTHOOT appeared!

You will find Hoothoot only at night—never in the morning or day.



## Using the New Pokédex

The Pokédex has been improved in Gold and Silver. It has three ways of displaying Pokémon. You can view the Pokémon in evolutionary order in the New Pokédex Mode, which has Chikorita displayed first. Pokémon are listed by official number in the Old Pokédex Mode, with Bulbasaur displayed first. In A to Z Mode, which is alphabetical, Abra is displayed first. You can switch modes at any time.



New Pokédex Mode



Old Pokédex Mode



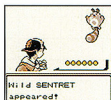
The A to Z Mode may be self-explanatory, but the Old and New Pokédex Modes can be confusing. With all of those creatures to keep straight, nearly any system would be confusing!





## Catch 'Em All!

Hundreds of Pokémon populate Gold and Silver, and there are many different things you must do if you want to catch them all. You'll encounter some Pokémon in the wild as you walk through tall grass or Surf along the water, but other Pokémon must be hatched from Eggs or evolved from other Pokémon using Evolution Stones.



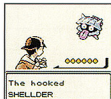
### WILD POKÉMON

Many Pokémon are found in the wild, lurking in the tall grass you encounter in many places. Occasionally, wild Pokémon will attack, and you can fight and catch them.



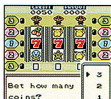
### SURF

Once you've learned to use Surf out of battle, you can glide along the water in many areas of Johto and Kanto. Wild Water-types may attack you as you're floating along the water.



### FISHING

Other Water-types can be hooked by the three fishing rods you'll pick up at various points in the game. When you get a bite, the hooked Pokémon will attack and you'll fight it.



### SPECIAL SITUATIONS

The Game Corners in Goldenrod City and Celadon City offer select Pokémon as prizes you can trade in your coins for. Several Trainers will trade for or give you Pokémon, too.

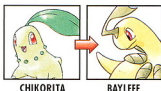
### EGGS

The pre-evolved forms of a few Pokémon are caught by hatching an Egg produced by at least one Pokémon of the same evolutionary chain. Pikachu is just one Pokémon with a pre-evolution.



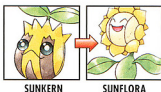
### LEVEL-UP EVOLUTION

Many Pokémon are evolutions of other Pokémon, and you can't catch them in the wild—you have to raise them until they evolve to the next Pokémon in the evolutionary series.



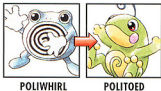
### STONE EVOLUTION

A handful of Pokémon require an Evolutionary Stone to evolve. Once you've won or been given a stone, you can use it on your Pokémon to evolve it to its next stage.



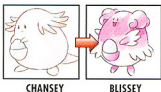
### LINK TRADE EVOLUTION

You'll need the help of another Pokémon player, a Game Link Cable and sometimes an item to catch some Pokémon. Trade the Pokémon with the item (if necessary) to catch its next evolution.



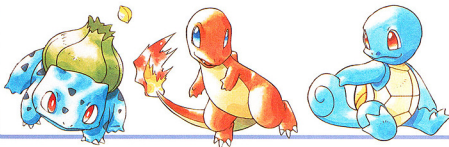
### FRIENDSHIP EVOLUTION

Perhaps the trickiest type of evolution is Friendship Evolution. If you treat your Pokémon with the utmost respect and care until it is very happy and very attached to you, it will evolve.

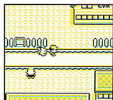


## Red, Blue and Yellow, Too!

If you really want to catch them all, you have to play Red, Blue and Yellow, too. Some Pokémon, like Zapdos and Mewtwo, not to mention Bulbasaur, Charmander and Squirtle, don't appear in Gold and Silver but do appear in Red, Blue and Yellow. Once you have access to the Time Capsule in Gold and Silver, you can trade Pokémon to and from Gold and Silver and Red, Blue and Yellow. You can't trade new Pokémon or Pokémon with new attacks from Gold and Silver into Red, Blue and Yellow.



The Time Capsule will be available after you meet Bill in Ecrutek City.



Your Pokémon from Red, Blue or Yellow can be transferred into Gold and Silver so you can have 'em all!

## Pokémon Combat Chart

While many pairs of opposing Pokémon are relatively evenly matched, the different Pokémon types all have weaknesses and strengths against various attack types. The chart to the right shows each Pokémon type's relative weakness to each attack type. Other factors, such as the attacking Pokémon's type and Critical Hits, also determine how much damage an attack will do.

**NORMAL** Physical attacks are listed in yellow.

**FIRE** Special attacks are listed in blue.

Damage to <b>+</b> attacks	<b>x2</b>
Damage for Critical Hits	<b>x2</b>
Attack type/Pokémon type match	<b>x1.5</b>
Damage for <b>-</b> attacks	<b>x0.5</b>
Damage to <b>=</b> attacks	<b>x0</b>



Your Attack Type

Opponent's Pokémon Type

	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL
NORMAL																	
FIRE		-	-	+	+							+		=			+
WATER		+	-	-	-				+				+		-		
ELECTRIC			+	-	-			=	+						-		
GRASS		-	+					-	+			-	+		-		
ICE		-			+	-		+	+						+		
FIGHTING	+					+	-	-	-	-	-	+	=		+	+	
POISON					+			-	-	-				-			=
GROUND		+		+	-			+		=			+				+
FLYING				-	+		+					+	-				
PSYCHIC							+	+		-					=		-
BUG		-			+			-		-	+		-		+	-	
ROCK		+				+	-	-	+	+	+	+					-
GHOST	=										+			+		-	
DRAGON															+		-
DARK							-				+			+			-
STEEL		-	-	-		+							+				-

## Attack Advantage

Dual-type Pokémon (like Water-and-Flying-type, Gyarados) can have a double advantage, since they boast two sets of characteristics. But they can also be at a double disadvantage if you pit the right Pokémon against them. In the example, Electric-type Pikachu boosts its Thunderbolt attack by 1.5 times since both the attack and the Pokémon are of the same type. The attack strength is then multiplied by two since Electric-types have an advantage over Water-types. But that's not all—Electric-types also dominate over Flying-types, so the total damage is multiplied by two yet again!

### EXAMPLE: PIKACHU VS. GYARADOS



WATER/ FLYING

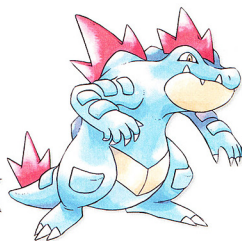
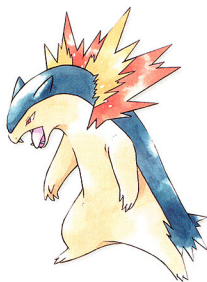
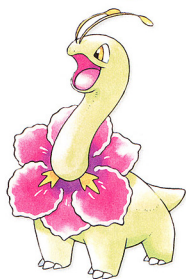
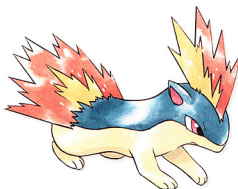
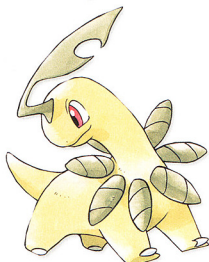
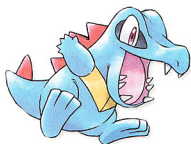
ELECTRIC

THUNDERBOLT ATTACK	<b>x1.5</b>
ELECTRIC VS. WATER	<b>x2</b>
ELECTRIC VS. FLYING	<b>x2</b>
<b>TOTAL DAMAGE</b>	<b>x6</b>

THUNDERBOLT



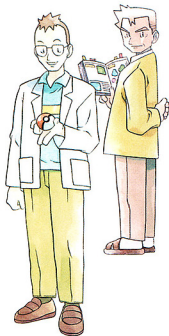
# P o k é d e x



# Reading the Pokédex

An incredible amount of information is included in the Pokédex section. Check out the explanations below and

follow them as your guide to understanding all of the numbers, abbreviations and colors you'll see in the Pokédex.



#164

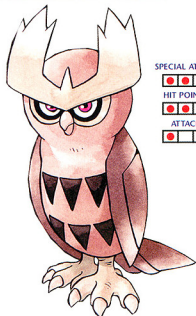
NOCTOWL

HOOTHOOT LEVEL 20 NOCTOWL

TYPE: NORMAL/FLYING

Height: 5'3"

Weight: 90 lbs



SPECIAL ATTACK

HIT POINTS

ATTACK

SPECIAL DEFENSE

SPEED

DEFENSE

ID	NAME	EVOLUTION
TYPE	HEIGHT, WEIGHT	

The label near each Pokémon reveals its name, Old Pokédex number, Height, Weight, Pokémon type and an explanation of its evolutionary trail if it isn't the base evolution of its evolutionary line.

## ABILITY

The Pokémon's relative stats are shown by a three-dot rating system. The example shows a moderate rating for Hit Points, Speed and Special Attack and low Defense.

## TYPE KEY

BUG	Bug	GRS	Grass
DRG	Dragon	ICE	Ice
DRK	Dark	NRM	Normal
ELC	Electric	PSN	Poison
FIR	Fire	PSY	Psychic
FLY	Flying	RCK	Rock
FTG	Fighting	STL	Steel
GHO	Ghost	WTR	Water
GRD	Ground		

## LEVEL-UP ABILITIES

Level-Up Abilities are learned by the Pokémon as it gains levels. The attack's type, base attack power (BA), accuracy (AC) and PP are shown, as well as the level at which each member of the evolutionary chain learns the attack.

LEVEL-UP ABILITIES									
ATTACK	TYPE	BA	AC	PP	#163	#164			
TACKLE	NRM	35	95	35	-	-			
GRAB	NRM	-	100	40	-	-			
FORESIGHT	NRM	-	100	40	26	26			
PECK	FLY	35	100	35	11	11			
HYPNOSIS	PSY	-	60	20	15	20			
REFLECT	PSY	-	-	20	22	25			
TAKE DOWN	NRM	90	85	20	28	33			
CONFUSION	PSY	50	100	25	34	41			
DREAM EATER	PSY	100	100	15	48	57			

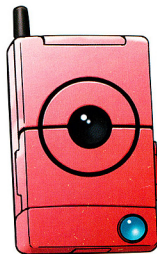
## TM & HM ABILITIES

You can teach TM & HM Abilities to your Pokémon if you have the proper Technical Machine or Hidden Machine. Each attack's type, base attack power (BA), accuracy (AC) and PP are shown, along with a black dot that shows which members of the evolutionary chain can learn the attack.

TM & HM ABILITIES									
#	ATTACK	TYPE	BA	AC	PP	#163	#164		
03	CUT	FTG	-	-	10	●	●		
06	TOXIC	PSN	-	85	10	●	●		
10	HIDDEN POWER	NRM	-	100	15	●	●		
11	SUNNY DAY	FIR	-	-	5	●	●		
13	SNORE	NRM	40	100	15	●	●		
15	HYPER BEAM	NRM	150	90	5	●	●		
17	PROTECT	NRM	-	-	10	●	●		
20	ENCORE	NRM	-	-	10	●	●		
23	FROSTBITE	NRM	-	100	20	●	●		
27	RETURN	NRM	-	100	20	●	●		
31	MUD-SLAP	GRD	20	100	10	●	●		
32	DOUBLE TEAM	NRM	-	-	15	●	●		
34	SWAGGER	NRM	-	90	15	●	●		
35	SLEEP TALK	NRM	-	-	10	●	●		
39	SWIFT	NRM	60	-	20	●	●		
42	DREAM EATER	PSY	100	100	15	●	●		

## PHYSICAL OR SPECIAL

Attacks shown in black are physical attacks. Pokémon with a high Attack rating will do well with them. Attacks shown in green are Special Attacks, which are particularly effective when used by Pokémon with a high Special Attack rating.



## RECOMMENDED

Attacks shown in red are strongly recommended for use with the Pokémon. They work well with the Pokémon's natural abilities or will otherwise benefit you and your Pokémon.



# #152 CHIKORITA

TYPE: GRASS

Height: 2'11"  
Weight: 18 lbs



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#152	#153	#154
TACKLE	NRM	35	95	35	-	-	-
GROWL	NRM	-	100	40	-	-	-
RAZOR LEAF	GRS	55	95	25	08	08	08
REFLECT	PSY	-	-	20	12	12	12
POISONPOWDER	PSN	-	75	35	15	15	15
SYNTHESIS	GRS	-	-	5	22	23	23
BODY SLAM	NRM	85	100	15	29	31	31
LIGHT SCREEN	PSY	-	-	30	36	39	41
SAFEGUARD	NRM	-	-	25	43	47	51
SOLARBEAM	GRS	120	100	10	50	55	61

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#152	#153	#154
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
08	ROCK SMASH	FTG	20	100	15	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
12	SWEET SCENT	NRM	-	100	20	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
22	SOLARBEAM	GRS	120	100	10	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
49	FURY CUTTER	BUG	10	95	20	●	●	●
H1	CUT	NRM	50	95	30	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	●
H5	FLASH	NRM	-	70	20	●	●	●

# #153 BAYLEEF

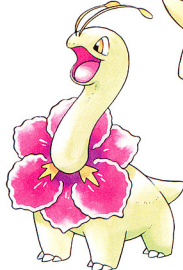
CHIKORITA LEVEL 16 ▶ BAYLEEF

TYPE: GRASS

Height: 3'11"  
Weight: 35 lbs

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

# #154 MEGANIUM

BAYLEEF LEVEL 32 ▶ MEGANIUM

TYPE: GRASS

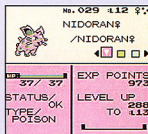
Height: 5'11"  
Weight: 222 lbs



## PROF. ELM'S MEMO

### Specially Colored Pokémon

Recently, I began studying the extremely rare specially colored Pokémon that you might have heard of or seen in your Pokémon travels. The most famous example of a specially colored Pokémon, the Red Gyarados in the Lake of Rage, exhibits the classic attributes of a specially colored Pokémon—it shines before it attacks, and it has special markings next to its gender when stored in Bills PC. While everyone will encounter the Red Gyarados, other specially colored Pokémon are extremely rare—you may never run into one at all. All Pokémon found in the wild can be specially colored, but your chances of finding one or more are slim.



# #155 CYNDAQUIL

TYPE: FIRE

Height: 1'9"  
Weight: 17 lbs

SPECIAL ATTACK SPECIAL DEFENSE



HIT POINTS



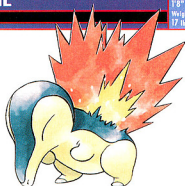
ATTACK



SPEED



DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#155	#156	#157
TACKLE	NRM	35	95	35	-	-	-
LEER	NRM	-	100	30	-	-	-
SMOKESCREEN	NRM	-	100	20	6	6	6
EMBER	FIR	40	100	25	12	12	12
QUICK ATTACK	NRM	40	100	30	19	21	21
FLAME WHEEL	FIR	60	100	25	27	31	31
SWIFT	NRM	60	-	20	36	42	45
FLAMETHROWER	FIR	95	100	15	46	54	60

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#155	#156	#157
01	DYNAMICPUNCH	FTG	100	50	5			
02	HEADBUTT	NRM	70	100	15			
03	CURSE	???	-	-	10			
04	ROLLOUT	RCK	30	90	20			
05	ROAR	NRM	-	100	20			
06	TOXIC	PSN	-	85	10			
08	ROCK SMASH	FTG	20	100	15			
10	HIDDEN POWER	NRM	-	100	15			
11	SUNNY DAY	FIR	-	-	5			
13	SHORE	NRM	40	100	15			
15	HYPER BEAM	NRM	150	90	5			
17	PROTECT	NRM	-	-	10			
20	ENDURE	NRM	-	-	10			
21	FRUSTRATION	NRM	-	100	20			
23	IRON TAIL	STL	100	75	15			
26	EARTHQUAKE	GRD	100	100	10			
27	RETURN	NRM	-	100	20			
28	DIG	GRD	60	100	10			
31	MUD-SLAP	GRD	20	100	10			
32	DOUBLE TEAM	NRM	-	-	15			
34	SWAGGER	NRM	-	90	15			
35	SLEEP TALK	NRM	-	-	10			
38	FIRE BLAST	FIR	120	85	5			
39	SWIFT	NRM	60	-	20			
40	DEFENSE CURL	NRM	-	-	40			
41	THUNDERPUNCH	ELC	75	100	15			
43	DETECT	FTG	-	-	5			
44	REST	PSY	-	-	10			
45	ATTRACT	NRM	-	100	15			
48	FIRE PUNCH	FIR	75	100	15			
49	FURY CUTTER	BUG	10	95	20			
51	CUT	NRM	50	95	30			
54	STRENGTH	NRM	80	100	15			

# #156 QUILAVA

CYNDAQUIL LEVEL 14 ► QUILAVA

TYPE: FIRE

Height: 2'11"  
Weight: 42 lbs

SPECIAL ATTACK SPECIAL DEFENSE



HIT POINTS



ATTACK



SPEED



DEFENSE



# #157 TYPHLOSION

QUILAVA LEVEL 36 ► TYPHLOSION

TYPE: FIRE

Height: 5'7"  
Weight: 175 lbs

SPECIAL ATTACK SPECIAL DEFENSE



HIT POINTS



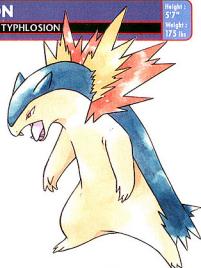
ATTACK



SPEED



DEFENSE



## PROF. ELM'S MEMO

### The Pokérus

Several of my friends who treat Pokémon at Pokémon Centers have reported a strangely beneficial syndrome called the Pokérus. The condition does no harm; in fact, Pokémon Trainers will notice some interesting results if they use infected Pokémon in battle. The easiest way to know for sure whether your Pokémon are infected with the Pokérus is to take them to a Pokémon Center. After the creatures have been healed, you'll get a different message than you would usually. The Pokémon Center will alert me and I will call you to explain that your Pokémon have the Pokérus. The Pokérus wears off after a short time, making it difficult to study.

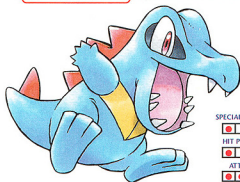
When your Pokémon is infected, its entry in your lineup will reflect the condition in the status section. After the condition is gone, a small black dot will remain.



# #158 TOTODILE

Height:  
2'0"  
Weight:  
21 lbs

TYPE: WATER



SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#158	#159	#160
SCRATCH	NRM	40	100	35	-	-	-
LEER	NRM	-	100	30	-	-	-
RAGE	NRM	20	100	20	7	7	7
WATER GUN	WTR	40	100	25	13	13	13
BITE	DRK	60	100	25	20	21	21
SCARY FACE	NRM	-	90	10	27	28	28
SLASH	NRM	70	100	20	35	37	38
SCREECH	NRM	-	85	40	43	45	47
HYDRO PUMP	WTR	120	80	5	52	55	58

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#158	#159	#160
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
05	ROAR	NRM	-	100	20	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
08	ROCK SMASH	FTG	20	100	15	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
16	ICY WIND	ICE	55	95	15	●	●	●
17	PROTECT	NRM	-	90	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
28	DIG	GRD	60	100	10	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
49	FURY CUTTER	BUG	10	95	20	●	●	●
H1	CUT	NRM	50	95	30	●	●	●
H3	SURF	WTR	95	100	15	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●	●

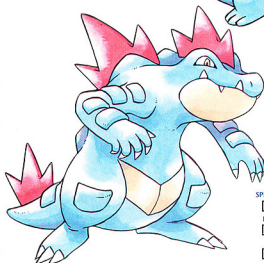
# #159 CROCONAW

TOTODILE LEVEL 18 ► CROCONAW

TYPE: WATER

Height:  
3'7"  
Weight:  
55 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

# #160 FERALIGATR

CROCONAW LEVEL 30 ► FERALIGATR

TYPE: WATER

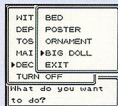
Height:  
7'7"  
Weight:  
196 lbs



## PROF. ELM'S MEMO

### Mystery Gift and Your Room

Budding Pokémon Trainers should talk to everyone in the Goldenrod City Department Store—one girl in particular will tell you about the Mystery Gift function. Once you've talked to the girl, you can select Mystery Gift from the Start menu to beam random gifts to your friends via the Game Boy Color's infrared port. You can decorate your room with many of the gifts you'll receive, including Pokémon dolls, posters, plants and carpets. You may also receive Elixirs, Berries, X Defends and even Poké Balls or Evolution Stones!

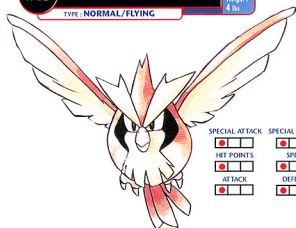




## #16 PIDGEY

Height: 1'0"  
Weight: 4 lbs

TYPE: NORMAL/FLYING



SPECIAL ATTACK

SPECIAL DEFENSE

HIT POINTS

SPEED

ATTACK

DEFENSE

## #17 PIDGEOTTO

Height: 3'7"  
Weight: 66 lbs

PIDGEY LEVEL 18 ▶ PIDGEOTTO

TYPE: NORMAL/FLYING

SPECIAL ATTACK

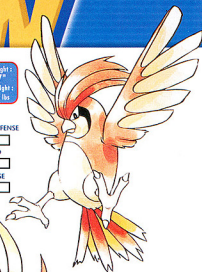
SPECIAL DEFENSE

HIT POINTS

SPEED

ATTACK

DEFENSE



## #18 PIDGEOT

Height: 4'11"  
Weight: 87 lbs

PIDGEOTTO LEVEL 36 ▶ PIDGEOT

TYPE: NORMAL/FLYING

SPECIAL ATTACK

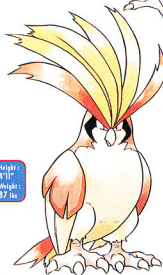
SPECIAL DEFENSE

HIT POINTS

SPEED

ATTACK

DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#16	#17	#18
TACKLE	NRM	35	95	35	-	-	-
SAND-ATTACK	GRD	-	100	15	5	5	5
GUST	FLY	40	100	35	9	9	9
QUICK ATTACK	NRM	40	100	30	15	15	15
WHIRLWIND	NRM	-	100	20	21	23	23
WING ATTACK	FLY	60	100	35	29	33	33
AGILITY	PSY	-	-	30	37	43	46
MIRROR MOVE	FLY	-	-	20	47	55	61

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#16	#17	#18
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
39	SWIFT	NRM	60	-	20	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
46	THIEF	DRK	40	100	10	●	●	●
47	STEEL WING	STL	70	90	25	●	●	●
42	FLY	FLY	70	95	15	●	●	●

## PROF. ELM'S MEMO



## Pokémon Pikachu 2 GS

My studies have shown that Pokémon Gold and Silver players who have a Game Boy Color and Pokémon Pikachu 2 GS can send the Watts they earn in Pokémon Pikachu 2 GS to Gold or Silver by infrared communication. Choose Send from your Pokémon Pikachu 2 GS menu, then choose the number of Watts you'd like to send to Pokémon Gold or Silver as a Mystery Gift. Your Gold or Silver game will receive different gifts for different Watt totals. The list below explains how many Watts it will take to produce each item.

## Mystery Gift List

1-99W	MAIL
100-199W	BERRY
200-299W	BITTER BERRY
300-399W	GREAT BALL
400-499W	MAX REPEL
500-599W	ETHER
600-699W	MIRACLE BERRY
700-799W	GOLD BERRY
800-899W	ELIXIR
900-998W	REVIVE
999W	RARE CANDY



## #21 SPEAROW

TYPE: NORMAL/FLYING

Height: 1'10"  
Weight: 8 lbs.



SPECIAL ATTACK SPECIAL DEFENSE



## #22 FEAROW

SPEAROW LEVEL 20 FEAROW  
TYPE: NORMAL/FLYING

Height: 6'7"  
Weight: 84 lbs.



SPECIAL ATTACK SPECIAL DEFENSE



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#21	#22
PECK	FLY	35	100	35	-	-
GROWL	NRM	-	100	40	-	-
LEER	NRM	-	100	30	7	7
FURY ATTACK	NRM	15	85	20	13	13
PURSUIT	DRK	40	100	20	25	26
MIRROR MOVE	FLY	-	-	20	31	32
DRILL PECK	FLY	80	100	20	37	40
AGILITY	PSY	-	-	30	43	47

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#21	#22
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
47	STEEL WING	STL	70	90	25	●	●
H2	FLY	FLY	70	95	15	●	●

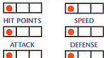
## #163 HOOTHOOT

TYPE: NORMAL/FLYING

Height: 2'4"  
Weight: 6.2 lbs.



SPECIAL ATTACK SPECIAL DEFENSE



## #164 NOCTOWL

HOOTHOOT LEVEL 20 NOCTOWL  
TYPE: NORMAL/FLYING

Height: 5'2"  
Weight: 90 lbs.



SPECIAL ATTACK SPECIAL DEFENSE



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#163	#164
TACKLE	NRM	35	95	35	-	-
GROWL	NRM	-	100	40	-	-
FORESIGHT	NRM	-	100	40	6	6
PECK	FLY	35	100	35	11	11
HYPNOSIS	PSY	-	60	20	16	16
REFLECT	PSY	-	-	20	22	25
TAKE DOWN	NRM	90	85	20	28	33
CONFUSION	PSY	50	100	25	34	41
DREAM EATER	PSY	100	100	15	48	57

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#163	#164
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
42	DREAM EATER	PSY	100	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
47	STEEL WING	STL	70	90	25	●	●
50	NIGHTMARE	GHO	-	100	15	●	●
H2	FLY	FLY	70	95	15	●	●
H5	FLASH	NRM	-	70	20	●	●

## #19 RATTATA

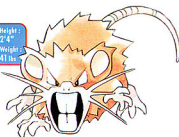
TYPE: NORMAL

Height: 7'0"  
Weight: 8 lbs

SPECIAL ATTACK SPECIAL DEFENSE



## #20 RATICATE

RAITATA LEVEL 20 RATICATE  
TYPE: NORMALHeight: 2'4"  
Weight: 41 lbs

SPECIAL ATTACK SPECIAL DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#19	#20
TACKLE	NRM	35	95	35	-	-
TAIL WHIP	NRM	-	100	30	-	-
QUICK ATTACK	NRM	40	100	30	7	7
HYPER FANG	NRM	80	90	15	13	13
FOCUS ENERGY	NRM	-	-	30	20	-
SCARY FACE	NRM	-	90	10	-	20
PURSUIT	DRK	40	100	20	27	30
SUPER FANG	NRM	-	90	10	34	40

## TM &amp; HM ABILITIES

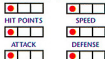
#	ATTACK	TYPE	BA	AC	PP	#19	#20
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
H1	CUT	NRM	50	95	30	●	●
H4	STRENGTH	NRM	80	100	15	●	●

## #161 SENTRET

TYPE: NORMAL

Height: 2'7"  
Weight: 13 lbs

SPECIAL ATTACK SPECIAL DEFENSE



## #162 FURRET

SENTRET LEVEL 15 FURRET  
TYPE: NORMALHeight: 5'11"  
Weight: 72 lbs

SPECIAL ATTACK SPECIAL DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#161	#162
TACKLE	NRM	35	95	35	-	-
DEFENSE CURL	NRM	-	-	40	5	5
QUICK ATTACK	NRM	40	100	30	11	11
FURY SWIPES	NRM	18	80	15	17	18
SLAM	NRM	80	75	20	25	28
REST	PSY	-	-	10	33	38
AMNESIA	PSY	-	-	20	41	48

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#161	#162
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
H1	CUT	NRM	50	95	30	●	●
H3	SURF	WTR	95	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●



# #172 PICHU

TYPE: ELECTRIC

Height: 1'0"  
Weight: 4 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



# #25 PIKACHU

PIKACHU Friendship → PIKACHU  
TYPE: ELECTRIC

Height: 1'4"  
Weight: 13 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#172	#25	#26
THUNDERSHOCK	ELC	40	100	30	-	-	-
CHARM	NRM	-	100	20	-	-	-
GROWL	NRM	-	100	40	-	-	-
TAIL WHIP	NRM	-	100	30	6	6	-
THUNDER WAVE	ELC	-	100	20	8	8	-
SWEET KISS	NRM	-	75	10	11	-	-
QUICK ATTACK	NRM	40	100	30	-	11	-
DOUBLE TEAM	NRM	-	-	15	-	15	-
SLAM	NRM	80	75	20	20	-	-
THUNDERBOLT	ELC	95	100	15	26	-	-
AGILITY	PSY	-	-	30	33	-	-
THUNDER	ELC	120	70	10	41	-	-
LIGHT SCREEN	PSY	-	-	30	50	-	-

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#172	#25	#26
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
04	ROLLOUT	RCK	30	90	20	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
25	THUNDER	ELC	120	70	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
39	SWIFT	NRM	60	-	20	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
46	THIEF	DRK	40	100	10	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	●
H5	FLASH	NRM	-	70	20	●	●	●

# #26 RAICHU

PIKACHU Thunder Stone → RAICHU  
TYPE: ELECTRIC

Height: 2'7"  
Weight: 66 lbs



## PROF. ELM'S MEMO

### Mail System

Pokémon can hold items in Gold and Silver, even when they're traded to another Game Pak. You can give mail to your Pokémon before you trade it to send a surprise message to a friend. You'll find many types of mail in the Pokémon Marts around Johto and Kanto, and you're also bound to receive some mail through Mystery Gift as well. You can save the messages you receive on your Game Pak, and you can print the messages out with the Game Boy Printer.

MANTINE	151/151
ABRA	27/27
LAPRAS	87/87
WEEPINSELL	70/70
TAUROS	42/42
HOOTHOOT	43/43
Made HOOTHOOT	hold FLOWER MAIL.



# #10 CATERPIE

Height: 1'9"  
Weight: 6 lbs

TYPE: BUG

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS	SPEED
ATTACK	DEFENSE



# #11 METAPOD

Height: 2'4"  
Weight: 22 lbs

CATERPIE LEVEL 7 METAPOD

TYPE: BUG

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS	SPEED
ATTACK	DEFENSE



# #12 BUTTERFREE

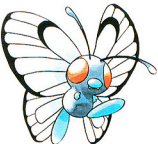
Height: 3'7"  
Weight: 71 lbs

METAPOD LEVEL 10 BUTTERFREE

TYPE: BUG/FLYING

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#10	#11	#12
TACKLE	NRM	35	95	35	-		
STRING SHOT	BUG	-	95	40	-		
HARDEN	NRM	-	-	30		-	
CONFUSION	PSY	50	100	25			10
POISONPOWDER	PSN	-	75	35			13
STUN SPORE	GRS	-	75	30			14
SLEEP POWDER	GRS	-	75	15			15
SUPERSONIC	NRM	-	55	20			18
WHIRLWIND	NRM	-	100	20			23
GUST	FLY	40	100	35			28
PSYBEAM	PSY	65	100	20			34
SAFEGUARD	NRM	-	-	25			40

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#10	#11	#12
03	CURSE	???	-	-	10			●
06	TOXIC	PSN	-	85	10			●
10	HIDDEN POWER	NRM	-	100	15			●
11	SUNNY DAY	FIR	-	-	5			●
12	SWEET SCENT	NRM	-	100	20			●
13	SNORE	NRM	40	100	15			●
15	HYPER BEAM	NRM	150	90	5			●
17	PROTECT	NRM	-	-	10			●
19	GIGA DRAIN	GRS	60	100	5			●
20	ENDURE	NRM	-	-	10			●
21	FRUSTRATION	NRM	-	100	20			●
22	SOLARBEAM	GRS	120	100	10			●
27	RETURN	NRM	-	100	20			●
29	PSYCHIC	PSY	90	100	10			●
32	DOUBLE TEAM	NRM	-	-	15			●
34	SWAGGER	NRM	-	90	15			●
35	SLEEP TALK	NRM	-	-	10			●
39	SWIFT	NRM	60	-	20			●
44	REST	PSY	-	-	10			●
45	ATTRACT	NRM	-	100	15			●
50	NIGHTMARE	GHO	-	100	15			●
H5	FLASH	NRM	-	70	20			●

# #13 WEEDLE

Height: 2'0"  
Weight: 7 lbs

TYPE: BUG/POISON

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS	SPEED
ATTACK	DEFENSE



# #14 KAKUNA

Height: 2'0"  
Weight: 22 lbs

WEEDLE LEVEL 7 KAKUNA

TYPE: BUG/POISON

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS	SPEED
ATTACK	DEFENSE



# #15 BEEDRILL

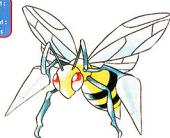
Height: 3'3"  
Weight: 85 lbs

KAKUNA LEVEL 10 BEEDRILL

TYPE: BUG/POISON

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#13	#14	#15
POISON STING	PSN	15	100	35	-		
STRING SHOT	BUG	-	95	40	-		
HARDEN	NRM	-	-	30		-	
FURY ATTACK	NRM	15	85	20			10
FOCUS ENERGY	NRM	-	-	30			15
TWINEEDLE	BUG	25	100	20			20
RAGE	NRM	20	100	20			25
PURSUIT	DRK	40	100	20			30
PIN MISSILE	BUG	14	85	20			35
AGILITY	PSY	-	-	30			40

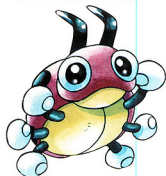
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#13	#14	#15
03	CURSE	???	-	-	10			●
06	TOXIC	PSN	-	85	10			●
10	HIDDEN POWER	NRM	-	100	15			●
11	SUNNY DAY	FIR	-	-	5			●
12	SWEET SCENT	NRM	-	100	20			●
13	SNORE	NRM	40	100	15			●
15	HYPER BEAM	NRM	150	90	5			●
17	PROTECT	NRM	-	-	10			●
19	GIGA DRAIN	GRS	60	100	5			●
20	ENDURE	NRM	-	-	10			●
21	FRUSTRATION	NRM	-	100	20			●
27	RETURN	NRM	-	100	20			●
32	DOUBLE TEAM	NRM	-	-	15			●
34	SWAGGER	NRM	-	90	15			●
35	SLEEP TALK	NRM	-	-	10			●
36	SLUDGE BOMB	PSN	90	100	10			●
39	SWIFT	NRM	60	-	20			●
44	REST	PSY	-	-	10			●
45	ATTRACT	NRM	-	100	15			●
49	FURY CUTTER	BUG	10	95	20			●
H1	CUT	NRM	50	95	30			●

# #165 LEDYBA

Height: 9'3"  
Weight: 24 lbs

TYPE: BUG/FLYING

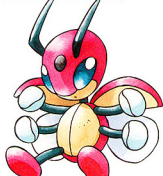


SPECIAL ATTACK	SPECIAL DEFENSE
HP	HP
HP	HP
HP	HP
HP	HP

# #166 LEDIAN

LEOYBA LEVEL 18 LEDIAN  
Height: 4'7"  
Weight: 78 lbs

TYPE: BUG/FLYING



SPECIAL ATTACK	SPECIAL DEFENSE
HP	HP
HP	HP
HP	HP
HP	HP

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#165	#166
TACKLE	NRM	35	95	35	-	-
SUPERSONIC	NRM	-	55	20	8	8
COMET PUNCH	NRM	18	85	15	15	15
LIGHT SCREEN	PSY	-	-	30	22	24
REFLECT	PSY	-	-	20	22	24
SAFEGUARD	NRM	-	-	25	22	24
BATON PASS	NRM	-	-	40	29	33
SWIFT	NRM	60	-	20	36	42
AGILITY	PSY	-	-	30	43	51
DOUBLE-EDGE	NRM	120	100	15	50	60

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#165	#166
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
12	SWEET SCENT	NRM	-	100	20	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
HS	FLASH	NRM	-	70	20	●	●

# #167 SPINARAK

Height: 1'8"  
Weight: 19 lbs

TYPE: BUG/POISON

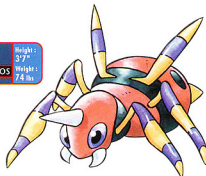


SPECIAL ATTACK	SPECIAL DEFENSE
HP	HP
HP	HP
HP	HP
HP	HP

# #168 ARIADOS

SPINARAK LEVEL 22 ARIADOS  
Height: 3'7"  
Weight: 74 lbs

TYPE: BUG/POISON



SPECIAL ATTACK	SPECIAL DEFENSE
HP	HP
HP	HP
HP	HP
HP	HP

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#167	#168
POISON STING	PSN	15	100	35	-	-
STRING SHOT	BUG	-	95	40	-	-
SCARY FACE	NRM	-	90	10	6	6
CONstrict	NRM	10	100	35	11	11
NIGHT SHADE	GHO	-	100	15	17	17
LEECH LIFE	BUG	20	100	15	23	25
FURY SWIPES	NRM	18	80	15	30	34
SPIDER WEB	BUG	-	100	10	37	43
SCREECH	NRM	-	85	40	45	53
PSYCHIC	PSY	90	100	10	53	63

## TM & HM ABILITIES

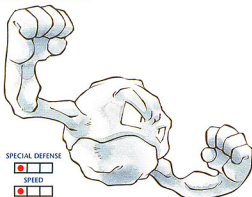
#	ATTACK	TYPE	BA	AC	PP	#167	#168
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
29	PSYCHIC	PSY	90	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
HS	FLASH	NRM	-	70	20	●	●



# #74 GEODUDE

TYPE: ROCK/GROUND

Height:  
1'4"  
Weight:  
64 lbs



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#74	#75	#76
TACKLE	NRM	35	95	35	-	-	-
DEFENSE CURL	NRM	-	-	40	6	6	6
ROCK THROW	RCK	50	90	15	11	11	11
MAGNITUDE	GRD	-	100	30	16	16	16
SELFDESTRUCT	NRM	200	100	5	21	21	21
HARDEN	NRM	-	-	30	26	27	27
ROLLOUT	RCK	30	90	20	31	34	34
EARTHQUAKE	GRD	100	100	10	36	41	41
EXPLOSION	NRM	250	100	5	41	48	48

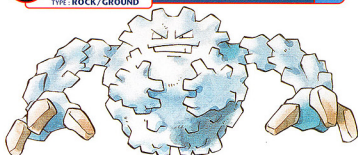
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#74	#75	#76
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
04	ROLLOUT	RCK	30	90	20	●	●	●
05	ROAR	NRM	-	100	20	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
08	ROCK SMASH	FTG	20	100	15	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
28	DIG	GRD	60	100	10	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
37	SANDSTORM	RCK	-	-	10	●	●	●
38	FIRE BLAST	FIR	120	85	5	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●	●
49	FURY CUTTER	BUG	10	95	20	●	●	●
54	STRENGTH	NRM	80	100	15	●	●	●

# #75 GRAVELER

GEODUDE LEVEL 25 ▶ GRAVELER  
TYPE: ROCK/GROUND

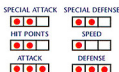
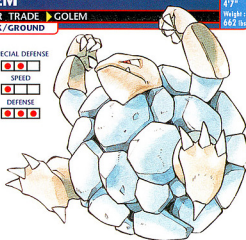
Height:  
2'3"  
Weight:  
232 lbs



# #76 GOLEM

GRAVELER TRADE ▶ GOLEM  
TYPE: ROCK/GROUND

Height:  
4'7"  
Weight:  
562 lbs



## PROF. ELM'S MEMO

### Make Friends

One recent Pokémon discovery involves the friendliness factor in some Pokémon's evolution. There are several things you should do to stay on good terms with your Pokémon, and several other things you should avoid for the same reason.

### Do:

Take your Pokémon to be groomed by Blue's sister in Pallet Town.

Get haircuts from Goldenrod's Haircut Brothers—especially the older one.

Keep your Pokémon in your party continually.

Use items on your Pokémon and allow it to hold an item.

### Don't:

Let your Pokémon faint in battle, get very weak, or stay paralyzed or poisoned for any length of time.

Make your Pokémon take bitter medicine from the herb shop in Goldenrod City. Try not to trade away Pokémon you wish to befriend.



# #41 ZUBAT

TYPE: POISON/FLYING

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

Height: 2'7"  
Weight: 17 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

Height: 5'3"  
Weight: 165 lbs

# #42 GOLBAT

ZUBAT, LEVEL 22 → GOLBAT

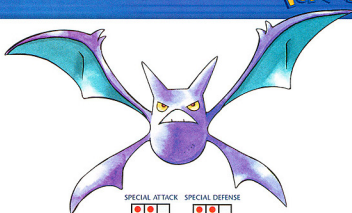
TYPE: POISON/FLYING

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#41	#42	#169
SCREECH	NRM	-	85	40	-	-	-
LEECH LIFE	BUG	20	100	15	-	-	-
SUPERSONIC	NRM	-	55	20	6	6	6
RITE	DRK	60	100	25	12	12	12
CONFUSE RAY	GHO	-	100	10	19	19	19
WING ATTACK	FLY	60	100	35	27	30	30
MEAN LOOK	NRM	-	100	5	36	42	42
HAZE	ICE	-	-	30	46	55	55

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#41	#42	#169
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
39	SWIFT	NRM	60	-	20	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
46	THIEF	DRK	40	100	10	●	●	●
47	STEEL WING	STL	70	90	25	●	●	●
H2	FLY	FLY	70	95	15	●	●	●



SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

# #169 CROBAT

GOLBAT, Friendship → CROBAT

TYPE: POISON/FLYING

Height: 5'11"  
Weight: 165 lbs



## PROF. ELM'S MEMO

### Friendly Evolution

After an exhaustive study of every Pokémon known to science, I have concluded that several Pokémon will evolve only when they are very attached to their Trainers—a process called Friendly Evolution. The Pokémon below will evolve when they gain a level after reaching optimum friendliness with their Trainer. Please study my memo on the preceding page to find hints on befriending Pokémon.

Once your Eevee has become very attached to you, it will evolve into Espeon or Umbreon, depending on whether it gains a level during the morning or day (Espeon) or during the night (Umbreon).

# #173 CLEFFA

TYPE: NORMAL

Height: 1'0"  
Weight: 7 lbs.

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS	SPEED
ATTACK	DEFENSE



# #35 CLEFAIRY

CLEFFA Friendly ▶ CLEFAIRY  
TYPE: NORMAL

Height: 2'0"  
Weight: 17 lbs.

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS	SPEED
ATTACK	DEFENSE



# #36 CLEFABLE

CLEFAIRY Moon Stone ▶ CLEFABLE  
TYPE: NORMAL

Height: 4'3"  
Weight: 88 lbs.

SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
----------------	-----------------	--------	---------	------------	-------

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#173	#35	#36
POUND	NRM	40	100	35	-	-	-
CHARM	NRM	-	100	20	-	-	-
GROWL	NRM	-	100	40	-	-	-
ENCORE	NRM	-	100	5	4	4	-
SING	NRM	-	55	15	8	8	-
SWEET KISS	NRM	-	75	10	13	-	-
DOUBLES LAP	NRM	15	85	10	13	-	-
MINIMIZE	NRM	-	-	20	19	-	-
DEFENSE CURL	NRM	-	-	40	26	-	-
METRONOME	NRM	-	-	10	34	-	-
MOON LIGHT	NRM	-	-	5	43	-	-
LIGHT SCREEN	PSY	-	-	30	53	-	-

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#173	#35	#36
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
04	ROLLOUT	RCK	30	90	20	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●
09	PSYCH UP	NRM	-	-	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
16	ICY WIND	ICE	55	95	15	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
22	SOLARBEAM	GRS	120	100	10	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
25	THUNDER	ELC	120	70	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
29	PSYCHIC	PSY	90	100	10	●	●	●
30	SHADOW BALL	GHO	80	100	15	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
38	FIRE BLAST	FIR	120	85	5	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●	●
42	DREAM EATER	PSY	100	100	15	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●	●
50	NIGHTMARE	GHO	-	100	15	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	●
H5	FLASH	NRM	-	70	20	●	●	●



## PROF. ELM'S MEMO

### The Poké Ball Maker

Kurt the Poké Ball Maker is a good person to know. After you help him defeat Team Rocket in Azalea Town, he will return to his house, where you can visit him. Kurt handcrafts Poké Balls from the Apricorns you find on some trees around Johto. Apricorns come in several different shades that produce different types of Poké Balls. Take an Apricorn to Kurt; then return the next day to pick up your new Poké Ball.





# #174 IGGLYBUFF

TYPE: NORMAL

Height: 1'0"  
Weight: 2 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#174	#39	#40
SING	NRM	-	55	15	-	-	-
CHARM	NRM	-	100	20	-	-	-
DEFENSE CURL	NRM	-	-	40	4	4	-
POUND	NRM	40	100	35	9	9	-
SWEET KISS	NRM	-	75	10	14	-	-
DISABLE	NRM	-	55	20	-	14	-
ROLLOUT	RCK	20	90	30	-	19	-
DOUBLES LAP	NRM	15	85	10	-	24	-
REST	PSY	-	-	10	-	29	-
BODY SLAM	NRM	85	100	15	-	34	-
DOUBLE-EDGE	NRM	120	100	15	-	39	-

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#174	#39	#40
01	DYNAMIC PUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
04	ROLLOUT	RCK	30	90	20	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●
09	PSYCH UP	NRM	-	-	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SMORE	NRM	40	100	15	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
16	ICY WIND	ICE	55	95	15	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
22	SOLAR BEAM	GRS	120	100	10	●	●	●
25	THUNDER	ELC	120	70	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
29	PSYCHIC	PSY	90	100	10	●	●	●
30	SHADOW BALL	GHO	80	100	15	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
38	FIRE BLAST	FIR	120	85	5	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●	●
42	DREAM EATER	PSY	100	100	15	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●	●
50	NIGHTMARE	GHO	-	100	15	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	●
H5	FLASH	NRM	-	70	20	●	●	●

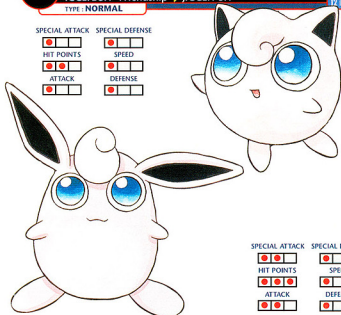
# #39 JIGGLYPUFF

IGGLYBUFF Friendship ▶ JIGGLYPUFF

TYPE: NORMAL

Height: 1'8"  
Weight: 12 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

# #40 WIGGLYTUFF

JIGGLYPUFF Moon Stone ▶ WIGGLYTUFF

TYPE: NORMAL

Height: 3'3"  
Weight: 26 lbs

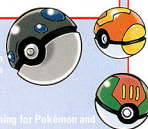


## PROF. ELM'S MEMO

### Kurt's Poké Balls

#### Fast Ball (White Apricorn)

Use a Fast Ball when you're trying to catch a Pokémon that runs away quickly, such as Raikou or Skarmory.



#### Lure Ball (Blue Apricorn)

Try bringing out a Lure Ball when you're fishing for Pokémon and you've got one hooked.

#### Level Ball (Red Apricorn)

The Level Ball works best when your Pokémon's level is much higher than the opposing Pokémon's level.

#### Heavy Ball (Black Apricorn)

Large, heavy Pokémon such as Snorlax or Onix will be easier to catch if you use a Heavy Ball.

#### Love Ball (Pink Apricorn)

When the Pokémon you're trying to catch is of the opposite gender as your attacking Pokémon, use a Love Ball.

#### Friend Ball (Green Apricorn)

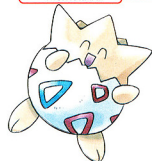
Any Pokémon you catch with a Friend Ball will become attached to you very quickly. Use Friend Balls on Pokémon you like.

#### Moon Ball (Yellow Apricorn)

It's easier to capture Pokémon that evolve with the Moon Stone if you use a Moon Ball instead of a regular Poké Ball.

# #175 TOGEPI

TYPE: NORMAL



SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

# #176 TOGETIC

TOGEPI Friendship TOGETIC  
TYPE: NORMAL/FLYING



SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

# #27 SANDSHREW

TYPE: GROUND



SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

# #28 SANDSLASH

SANDSHREW LEVEL 22 SANDSLASH  
TYPE: GROUND



SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#175	#176
TACKLE	NRM	35	95	35	-	-
CHARM	NRM	-	100	20	-	-
METRONOME	NRM	-	-	10	7	7
SWEET KISS	NRM	-	75	10	18	18
ENCORE	NRM	-	100	5	25	25
SAFE GUARD	NRM	-	-	25	31	31
DOUBLE-EDGE	NRM	120	100	15	38	38

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#175	#176
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
42	DREAM EATER	PSY	100	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
47	STEEL WING	STL	70	90	25	●	●
H2	FLY	FLY	70	95	15	●	●
H5	FLASH	NRM	-	70	20	●	●

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#27	#28
SCRATCH	NRM	40	100	35	-	-
DEFENSE CURL	NRM	-	-	40	6	6
SAND-ATTACK	GRD	-	100	15	11	11
POISON STING	PSN	15	100	35	17	17
SLASH	NRM	70	100	20	23	24
SWIFT	NRM	60	-	20	30	33
FURY SWIPES	NRM	18	80	15	37	42
SANDSTORM	RCK	-	-	10	45	52

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#27	#28
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
H1	CUT	NRM	50	95	30	●	●
H4	STRENGTH	NRM	80	100	15	●	●

## #23 EKANS

TYPE: POISON

Height: 3'11"  
Weight: 15 lbs

SPECIAL ATTACK SPECIAL DEFENSE



## #24 ARBOK

EKANS LEVEL 22 ARBOK  
TYPE: POISON

Height: 11'6"  
Weight: 143 lbs

SPECIAL ATTACK SPECIAL DEFENSE



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#23	#24
WRAP	NRM	15	85	20	-	-
LEER	NRM	-	100	30	-	-
POISON STING	PSN	15	100	35	9	9
BITE	DRK	60	100	25	15	15
GLARE	NRM	-	75	30	23	25
SCREECH	NRM	-	85	40	29	33
ACID	PSN	40	100	30	37	43
HAZE	ICE	-	-	30	43	51

### TM & HM ABILITIES

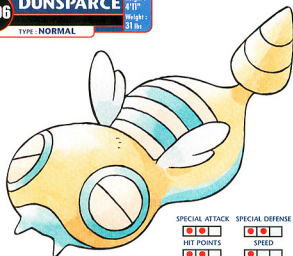
#	ATTACK	TYPE	BA	AC	PP	#23	#24
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
44	ATTRACT	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
H4	STRENGTH	NRM	80	100	15	●	●

## #206 DUNSPARCE

TYPE: NORMAL

Height: 4'11"  
Weight: 21 lbs

SPECIAL ATTACK SPECIAL DEFENSE



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#206
RAGE	NRM	20	100	20	-
DEFENSE CURL	NRM	-	-	40	5
GLARE	NRM	-	75	30	13
SPITE	GHO	-	100	10	18
PURSUIT	DRK	40	100	20	26
SCREECH	NRM	-	85	40	30
TAKE DOWN	NRM	90	85	20	38

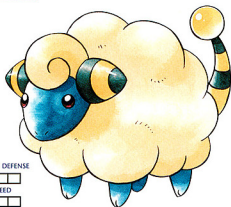
### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#206
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
22	SOLARBEAM	GRS	120	100	10	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
27	RETURN	NRM	-	100	20	●
28	DIG	GRD	60	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
40	DEFENSE CURL	NRM	-	-	40	●
42	DREAM EATER	PSY	100	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
50	NIGHTMARE	GHO	-	100	15	●
H4	STRENGTH	NRM	80	100	15	●



## #179 MAREEP

TYPE: ELECTRIC

Height:  
2'9"  
Weight:  
17 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#179	#180	#181
TACKLE	NRM	35	95	35	-	-	-
GROWL	NRM	-	100	40	-	-	-
THUNDER SHOCK	ELC	40	100	30	9	9	9
THUNDER WAVE	ELC	-	100	20	16	18	18
COTTON SPORE	GRS	-	85	40	23	27	27
THUNDERPUNCH	ELC	75	100	15	-	-	30
LIGHT SCREEN	PSY	-	-	30	30	36	42
THUNDER	ELC	120	70	10	37	45	57

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#179	#180	#181
01	DYNAMICPUNCH	FTG	100	50	5	-	-	-
02	HEADBUTT	NRM	70	100	15	-	-	-
03	CURSE	???	-	-	10	-	-	-
06	TOXIC	PSN	-	85	10	-	-	-
07	ZAP CANNON	ELC	100	50	5	-	-	-
08	ROCK SMASH	FTG	20	100	15	-	-	-
10	HIDDEN POWER	NRM	-	100	15	-	-	-
13	SHORE	NRM	40	100	15	-	-	-
15	HYPER BEAM	NRM	150	90	5	-	-	-
17	PROTECT	NRM	-	-	10	-	-	-
18	RAIN DANCE	WTR	-	-	5	-	-	-
20	ENDURE	NRM	-	-	10	-	-	-
21	FRUSTRATION	NRM	-	100	20	-	-	-
23	IRON TAIL	STL	100	75	15	-	-	-
25	THUNDER	ELC	120	70	10	-	-	-
27	RETURN	NRM	-	100	20	-	-	-
32	DOUBLE TEAM	NRM	-	-	15	-	-	-
34	SWAGGER	NRM	-	90	15	-	-	-
35	SLEEP TALK	NRM	-	-	10	-	-	-
39	SWIFT	NRM	60	-	20	-	-	-
40	DEFENSE CURL	NRM	-	-	40	-	-	-
41	THUNDERPUNCH	ELC	75	100	15	-	-	-
44	REST	PSY	-	-	10	-	-	-
45	ATTRACT	NRM	-	100	15	-	-	-
48	FIRE PUNCH	FIR	75	100	15	-	-	-
H4	STRENGTH	NRM	80	100	15	-	-	-
H5	FLASH	NRM	-	70	20	-	-	-

## #180 FLAAFFY

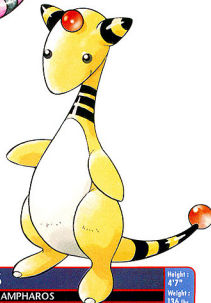
MAREEP LEVEL 15 ▶ FLAAFFY

TYPE: ELECTRIC

Height:  
2'7"  
Weight:  
29 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



## #181 AMPHAROS

FLAAFFY LEVEL 30 ▶ AMPHAROS

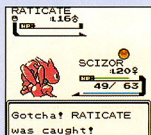
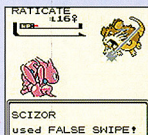
TYPE: ELECTRIC

Height:  
4'7"  
Weight:  
130 lbs

## PROF. ELM'S MEMO

## False Swipe

The attack known as False Swipe is an amazingly effective aid for capturing wild Pokémon. It will always leave an opponent with one hit point, making it very weak but still awake and vulnerable. False Swipe is a Normal-type attack that Farfetch'd, Scyther, Cubone and other Pokémon can learn at different levels. The attack's base damage is not high, but it usually has 40 PP.

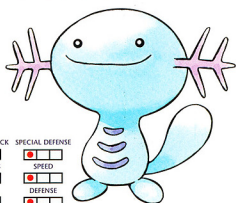


#194

# WOOPER

TYPE: WATER/GROUND

Height:  
1'4"  
Weight:  
19 lbs.



SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#194	#195
WATER GUN	WTR	40	100	25	-	-
TAIL WHIP	NRM	-	100	30	-	-
SLAM	NRM	80	75	20	11	11
AMNESIA	PSY	-	-	20	21	23
EARTHQUAKE	GRD	100	100	10	31	35
RAIN DANCE	WTR	-	-	5	41	47
HAZE	ICE	-	-	30	51	59
MIST	ICE	-	-	30	51	59

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#194	#195
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H3	SURF	WTR	95	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●
H5	FLASH	NRM	-	70	20	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●



SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

#195

# QUAGSIRE

WOOPER LEVEL 20 → QUAGSIRE

TYPE: WATER/GROUND

Height:  
4'7"  
Weight:  
165 lbs.



## PROF. ELM'S MEMO

### Link Trade Evolution

It's well-documented that some Pokémon won't evolve unless they are traded via Game Link Cable to another Pokémon Game Pak. Other Pokémon must be carrying a specific item when they're traded, or they won't evolve. Trade Pokémon with someone you trust. Remember that traded Pokémon gain boosted experience points.

### Trade Evolution

#64 KADABRA	#65 ALAKAZAM	#67 MACHOP	#68 MACHAMP
#75 GRAVELER	#76 GOLEM	#93 HAUNTER	#94 GENGAR

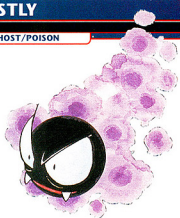
### Item Trade Evolution

#61 POLIWHIRL	#186 POLIWHIRL	#79 SLOWBRO	#199 SLOWBRO
#95 ONIX	#208 STEELIX	#123 SCYTHER	#212 SCIZOR
#117 SEADRA	#230 KINGDRA	#137 PORYGON	#233 PORYGON2

#92

## GASTLY

TYPE: GHOST/POISON

Height:  
4'3"  
Weight:  
0.2 lbs

SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
● ● ●	● ● ●	● ● ●	● ● ●	● ● ●	● ● ●

## LEVEL-UP ABILITIES

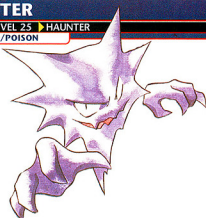
ATTACK	TYPE	BA	AC	PP	#92	#93	#94
HYPNOSIS	PSY	-	60	20	-	-	-
LICK	GHO	20	100	30	-	-	-
SPITE	GHO	-	100	10	8	8	8
MEAN LOOK	NRM	-	100	5	13	13	13
CURSE	???	-	-	10	16	16	16
NIGHT SHADE	GHO	-	100	15	21	21	21
CONFUSE RAY	GHO	-	100	10	28	31	31
DREAM EATER	PSY	100	100	15	33	39	39
DESTINY BOND	GHO	-	-	5	36	48	48

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#92	#93	#94
01	DYNAMICPUNCH	FTG	100	50	5			
02	HEADBUTT	NRM	70	100	15			
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●
08	ROCK SMASH	FTG	20	100	15			
09	PSYCH UP	NRM	-	-	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15			
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5			
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
25	THUNDER	ELC	120	70	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
29	PSYCHIC	PSY	90	100	10	●	●	●
30	SHADOW BALL	GHO	80	100	15	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15			
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
41	THUNDERPUNCH	ELC	75	100	15			
42	DREAM EATER	PSY	100	100	15	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
46	THIEF	DRK	40	100	10	●	●	●
48	FIRE PUNCH	FIR	75	100	15			
50	NIGHTMARE	GHO	-	100	15	●	●	●
H4	STRENGTH	NRM	80	100	15			

#93

## HAUNTER

GASTLY LEVEL 25 → HAUNTER  
TYPE: GHOST/POISONHeight:  
5'3"  
Weight:  
0.2 lbs

SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
● ● ●	● ● ●	● ● ●	● ● ●	● ● ●	● ● ●

#94

## GENGAR

HAUNTER TRADE → GENGAR  
TYPE: GHOST/POISONHeight:  
4'11"  
Weight:  
89 lbs

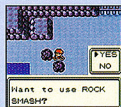
SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
● ● ●	● ● ●	● ● ●	● ● ●	● ● ●	● ● ●



## PROF. ELM'S MEMO

## Rock Smash

One effective but little-known technique for catching Pokémon involves using Rock Smash outside of battle. When you come to a rock that seems a bit cracked or crumbled already, try walking up to it and pressing A. A dialogue box will pop up and ask if you'd like to use Rock Smash (if there's a Pokémon in your party that has Rock Smash). You might find a Pokémon hiding under the rock. Talk to the man to the right of Sudowoodo on Route 36 to pick up Rock Smash.

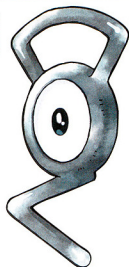




# #201 UNOWN

TYPE: PSYCHIC

Height: 5'6"  
Weight: 198 lbs



SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#201
HIDDEN POWER	NRM	-	100	15	-

## TM & HM ABILITIES

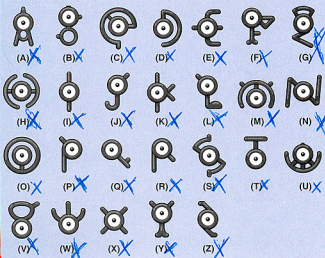
#	ATTACK	TYPE	BA	AC	PP	#201
NONE						



## PROF. ELM'S MEMO

### Fun With Unown

The mysterious Psychic-type creatures called Unown come in 26 shapes that correspond to the alphabet! After you catch three differently shaped Unown, you can pick up the Unowndex from the researchers near the Ruins of Alph. After you solve all four of the puzzles in the caves surrounding the Ruins of Alph, you will be able to catch all 26 differently shaped Unown. Once you've caught all 26, you'll earn the option to print out the Unown with your Game Boy Printer. There are all sorts of fun things you could do with the letter-shaped Pokémon. Use your imagination!



# #95 ONIX

TYPE: ROCK/GROUND

Height: 28'10"  
Weight: 463 lbs

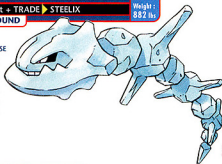


SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

# #208 STEELIX

ONIX Metal Coat + TRADE → STEELIX  
TYPE: STEEL/GROUND

Height: 30'2"  
Weight: 882 lbs



SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#95	#208
TACKLE	NRM	35	95	35	-	-
SCREECH	NRM	-	85	40	-	-
BIND	NRM	15	75	20	10	10
ROCK THROW	RCK	50	90	15	14	14
HARDEN	NRM	-	-	30	23	23
RAGE	NRM	20	100	20	27	27
SAND STORM	RCK	-	-	10	36	36
SLAM	NRM	80	75	20	40	40
CRUNCH	DRK	80	100	15	-	49

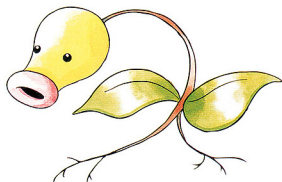
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#95	#208
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
24	DRAGONBREATH	DRG	60	100	20	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H1	CUT	NRM	50	95	30	●	●
H4	STRENGTH	NRM	80	100	15	●	●

# #69 BELLSPOUR

TYPE: GRASS/POISON

Height:  
2'4"  
Weight:  
9 lbs



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
● ● ●	● ● ●	● ● ●	● ● ●	● ● ●	● ● ●

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#69	#70	#71
VINE WHIP	GRS	35	100	10	-	-	-
GROWTH	NRM	-	-	40	6	6	-
WRAP	NRM	15	85	20	11	11	-
SLEEP POWDER	GRS	-	75	15	15	15	-
POISONPOWDER	PSN	-	75	35	17	17	-
STUN SPORE	GRS	-	75	30	19	19	-
ACID	PSN	40	100	30	23	24	-
SWEET SCENT	NRM	-	100	20	30	33	-
RAZOR LEAF	GRS	55	95	25	37	42	-
SLAM	NRM	80	75	20	45	54	-

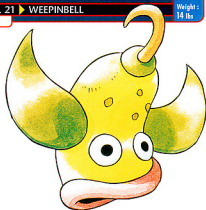
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#69	#70	#71
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
12	SWEET SCENT	NRM	-	100	20	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
22	SOLARBEAM	GRS	120	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
H1	CUT	NRM	50	95	30	●	●	●
H5	FLASH	NRM	-	70	20	●	●	●

# #70 WEEPINBELL

BELLSPOUR LEVEL 21 ► WEEPINBELL  
TYPE: GRASS/POISON

Height:  
3'5"  
Weight:  
14 lbs



SPECIAL ATTACK	SPECIAL DEFENSE
● ● ●	● ● ●
HIT POINTS	SPEED
● ● ●	● ● ●
ATTACK	DEFENSE
● ● ●	● ● ●

# #71 VICTREEBEL

WEEPINBELL Leaf Stone ► VICTREEBEL  
TYPE: GRASS/POISON

Height:  
5'7"  
Weight:  
34 lbs



SPECIAL ATTACK	SPECIAL DEFENSE
● ● ●	● ● ●
HIT POINTS	SPEED
● ● ●	● ● ●
ATTACK	DEFENSE
● ● ●	● ● ●



## PROF. ELM'S MEMO

### Headbutt Help

Once you've located TM 02, Headbutt, in Ilex Forest, you can use it in battle as an attack and outside of battle as an aid for catching Pokémon. Walk up to the small, triangular trees and press A. When asked if you'd like to use Headbutt, answer yes. Any Pokémon lurking in the trees will come tumbling to the ground. Check the chart on the next page for the Pokémon that you'll find by Headbutting trees.



GYARADOS did a  
HEADBUTT!

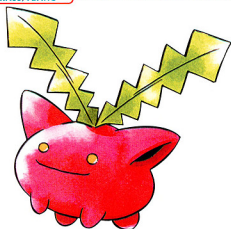


AIPOM fell  
out of the tree!

# #187 HOPPIP

TYPE: GRASS/FLYING

Height: 1'4"  
Weight: 1 lbs



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#187	#188	#189
SPASH	NRM	-	-	40	-	-	-
SYNTHESIS	GRS	-	-	5	-	-	-
TAIL WHIP	NRM	-	100	30	5	5	5
TACKLE	NRM	35	95	35	10	10	10
POISONPOWDER	PSN	-	75	35	13	13	13
STUN SPORE	GRS	-	75	30	15	15	15
SLEEP POWDER	GRS	-	75	15	17	17	17
LEECH SEED	GRS	-	90	10	20	22	22
COTTON SPORE	GRS	-	85	40	25	29	33
MEGA DRAIN	GRS	40	100	10	30	36	44

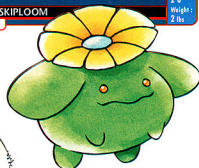
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#187	#188	#189
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
12	SWEET SCENT	NRM	-	100	20	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
22	SOLARBEAM	GRS	120	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
H5	FLASH	NRM	-	70	20	●	●	●

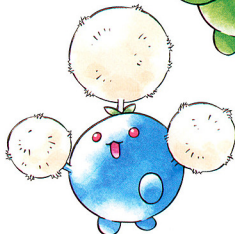
# #188 SKIPLOOM

HOPPIP LEVEL 18 → SKIPLOOM  
TYPE: GRASS/FLYING

Height: 2'0"  
Weight: 2 lbs



SPECIAL ATTACK	SPECIAL DEFENSE	HIT POINTS	SPEED	ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



SPECIAL ATTACK	SPECIAL DEFENSE	HIT POINTS	SPEED	ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

# #189 JUMPLUFF

Skiploom LEVEL 27 → JUMPLUFF  
TYPE: GRASS/FLYING

Height: 2'7"  
Weight: 7 lbs



## PROF. ELM'S MEMO

### Headbutt Pokémon

Pokémon indicated in black are relatively common.  
Pokémon indicated in white are relatively rare.

	GOLD		SILVER	
Wooded Area				
Mountain Area				



# #46 PARAS

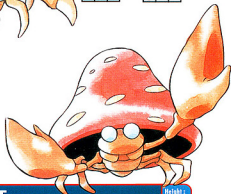
TYPE: BUG/GRASS

Height:  
1'0"  
Weight:  
12 lbs



SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



# #47 PARASECT

PARAS LEVEL 24 ▶ PARASECT  
TYPE: BUG/GRASS

Height:  
3'3"  
Weight:  
62 lbs

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#46	#47
SCRATCH	NRM	40	100	35	-	-
STUN SPORE	GRS	-	75	30	7	7
POISONPOWDER	PSN	-	75	35	13	13
LEECH LIFE	BUG	20	100	15	19	19
SPORE	GRS	-	100	15	25	28
SLASH	NRM	70	100	20	31	37
GROWTH	NRM	-	-	40	37	46
GIGA DRAIN	GRS	60	100	5	43	55

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#46	#47
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
12	SWEET SCENT	NRM	-	100	20	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
HI	CUT	NRM	50	95	30	●	●
H5	FLASH	NRM	-	70	20	●	●



## PROF. ELM'S MEMO

### Stone Evolution

My Pokémon studies show that many Pokémon need Evolution Stones to evolve. One new type of stone, the Sun Stone, has recently been discovered. Other Evolution Stones include the Water Stone, the Fire Stone, the Thunder Stone, the Leaf Stone, and the Moon Stone.

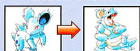
### Water Stone



#61 POLIWHIRL

#62 POLIWRATH

### Moon Stone



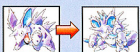
#30 NIDORINA

#31 NIDOQUEEN



#90 SHELLDER

#91 CLOYSTER



#33 NIDORINO

#34 NIDOKING



#120 STARYU

#121 STARMIE



#35 CLEFAIRY

#36 CLEFABLE



#133 EEEVEE

#134 VAPOREON



#39 JIGGLYPUFF

#40 WIGGLYTUFF

### Fire Stone



#37 VULPIX

#38 NINETALES

### Thunder Stone



#25 PIKACHU

#26 RAICHU



#58 GLOWLITHE

#59 ARCANINE



#133 EEEVEE

#135 JOLTEON



#133 EEEVEE

#136 FLAREON

### Leaf Stone



#70 WEEPINBELL

#71 VICTREEBEL

### Sun Stone



#191 SUNKERN

#192 SUNFLORA



#102 EXEGGCUTE

#103 EXEGGUTOR



#44 GLOOM

#182 BELLOSSOM



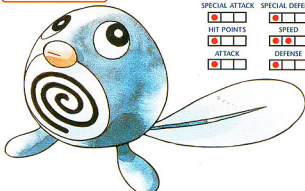
#44 GLOOM

#45 VILEPLUME

# #60 POLIWAG

TYPE: WATER

Height: 2'0"  
Weight: 27 lbs



SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#60	#61	#62	#186
BUBBLE	WTR	20	100	30	-	-	-	-
HYPNOSIS	PSY	-	60	20	7	7	-	-
WATER GUN	WTR	40	100	25	13	13	-	-
DOUBLES LAP	NRM	15	85	10	19	19	-	-
RAIN DANCE	WTR	-	-	5	25	27	-	-
BODY SLAM	NRM	85	100	15	31	35	-	-
SUBMISSION	FTG	80	80	25	-	-	35	-
PERISH SONG	NRM	-	-	5	-	-	-	35
BELLY DRUM	NRM	-	-	10	37	43	-	-
HYDRO PUMP	WTR	120	80	5	43	51	-	-
MIND READER	NRM	-	100	5	-	-	51	-
SWAGGER	NRM	-	90	15	-	-	-	51

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#60	#61	#62	#186
01	DYNAMIC PUNCH	FTG	100	50	5	-	-	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●	●
03	CURSE	???	-	-	10	●	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●	●
08	ROCK SMASH	FTG	20	100	15	●	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●	●
13	SNORE	NRM	40	100	15	●	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●	●
16	ICY WIND	ICE	55	95	15	●	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●	●	●
27	RETURN	NRM	-	100	20	●	●	●	●
29	PSYCHIC	PSY	90	100	10	●	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●	●
33	ICE PUNCH	ICE	75	100	15	●	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●	●
43	DETECT	FTG	-	-	5	●	●	●	●
44	REST	PSY	-	-	10	●	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●	●
46	THIEF	DRK	40	100	10	●	●	●	●
H3	SURF	WTR	95	100	15	●	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●	●	●
H7	WATERFALL	WTR	80	100	15	●	●	●	●

# #61 POLIWHIRL

POLIWHIRL LEVEL 25 → POLIWHIRL

TYPE: WATER

Height: 3'3"  
Weight: 44 lbs



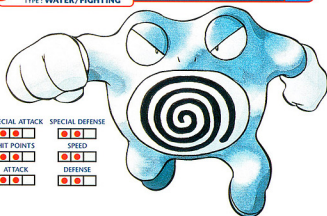
SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

# #62 POLIWRATH

POLIWHIRL Water Stone → POLIWRATH

TYPE: WATER/FIGHTING

Height: 4'3"  
Weight: 119 lbs



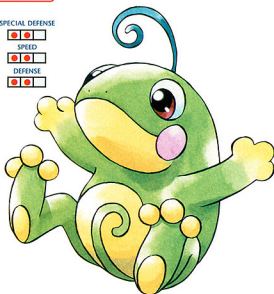
SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

# #186 POLITOED

POLIWHIRL King's Rock + TRADE → POLITOED

TYPE: WATER

Height: 3'7"  
Weight: 75 lbs



SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

# #129 MAGIKARP

Height: 2'11"  
Weight: 22 lbs

TYPE: WATER

SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>



# #130 GYARADOS

Height: 21'4"  
Weight: 318 lbs

MAGIKARP, LEVEL 20 → GYARADOS  
TYPE: WATER/FLYING

SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#129	#130
SPLASH	NRM	-	-	40	-	-
TACKLE	NRM	35	95	35	15	-
FLAIL	NRM	-	100	15	30	-
THRASH	NRM	90	100	20	-	-
BITE	DRK	60	100	25	20	-
DRAGON RAGE	DRG	-	100	10	25	-
LEER	NRM	-	100	30	30	-
TWISTER	DRG	40	100	20	35	-
HYDRO PUMP	WTR	120	80	5	40	-
RAIN DANCE	WTR	-	-	5	45	-
HYPER BEAM	NRM	150	90	5	50	-

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#129	#130
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
24	DRAGONBREATH	DRG	60	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H3	SURF	WTR	95	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●
H7	WATERFALL	WTR	80	100	15	●	●

# #118 GOLDEEN

Height: 2'0"  
Weight: 33 lbs

TYPE: WATER

SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>



# #119 SEAKING

Height: 4'2"  
Weight: 98 lbs

GOLDEEN, LEVEL 33 → SEAKING  
TYPE: WATER

SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#118	#119
PECK	FLY	35	100	35	-	-
TAIL WHIP	NRM	-	100	30	-	-
SUPERSONIC	NRM	-	55	200	10	10
HORN ATTACK	NRM	65	100	25	15	15
FLAIL	NRM	-	100	15	24	24
FURY ATTACK	NRM	15	85	20	29	29
WATERFALL	WTR	80	100	15	38	41
HORN DRILL	NRM	-	30	5	43	49
AGILITY	PSY	-	-	30	52	61

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#118	#119
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H3	SURF	WTR	95	100	15	●	●
H7	WATERFALL	WTR	80	100	15	●	●



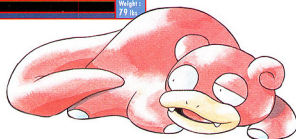
#19

# SLOWPOKE

TYPE: WATER/PSYCHIC

Height:  
3'11"  
Weight:  
79 lbs.

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#79	#80	#199
CURSE	???	-	-	10	-	-	-
TACKLE	NRM	35	95	35	-	-	-
GROWL	NRM	-	100	40	-	6	6
WATER GUN	WTR	40	100	25	15	15	15
CONFUSION	PSY	50	100	25	20	20	20
DISABLE	NRM	-	55	20	29	29	29
HEADBUTT	NRM	70	100	15	34	34	34
WITHDRAW	WTR	-	-	40	-	37	-
AMNESIA	PSY	-	-	20	43	46	-
SWAGGER	NRM	-	90	15	-	-	43
PSYCHIC	PSY	90	100	10	48	54	48

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#79	#80	#199
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●
08	ROCK SMASH	FTG	20	100	15	●	●	●
09	PSYCH UP	NRM	-	-	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
16	ICY WIND	ICE	55	95	15	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
28	DIG	GRD	60	100	10	●	●	●
29	PSYCHIC	PSY	90	100	10	●	●	●
30	SHADOW BALL	GHO	80	100	15	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
38	FIRE BLAST	FIR	120	85	5	●	●	●
39	SWIFT	NRM	60	-	20	●	●	●
42	DREAM EATER	PSY	100	100	15	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
49	FURY CUTTER	BUG	10	95	20	●	●	●
50	NIGHTMARE	GHO	-	100	15	●	●	●
H3	SURF	WTR	95	100	15	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	●
H5	FLASH	NRM	-	70	20	●	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●	●

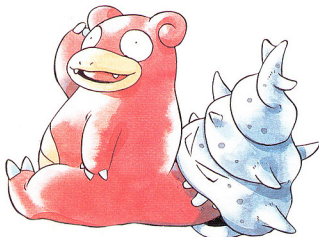
#80

# SLOWBRO

SLOWPOKE LEVEL 37 ▶ SLOWBRO

TYPE: WATER/PSYCHIC

Height:  
5'3"  
Weight:  
173 lbs.



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

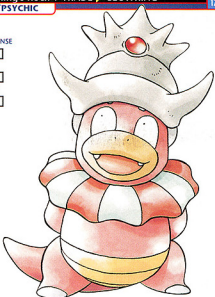
#199

# SLOWKING

SLOWBRO King's Rock + TRADE ▶ SLOWKING

TYPE: WATER/PSYCHIC

Height:  
6'7"  
Weight:  
175 lbs.

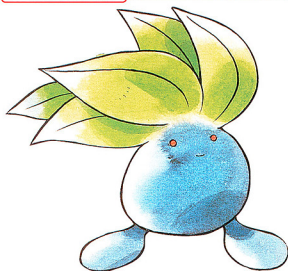


SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

#43

## ODDISH

TYPE: GRASS/POISON

Height:  
1'9"  
Weight:  
12 lbs

SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
● ● ●	● ● ●	● ● ●	● ● ●	● ● ●	● ● ●

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#43	#44	#45	#182
ABSORB	GRS	20	100	20	-	-	-	-
SWEET SCENT	NRM	-	100	20	7	7	-	-
POISONPOWDER	PSN	-	75	35	14	14	-	-
STUN SPORE	GRS	-	75	30	16	16	-	-
SLEEP POWDER	GRS	-	75	15	18	18	-	-
ACID	PSN	40	100	30	23	24	-	-
MOON LIGHT	NRM	-	-	5	32	35	-	-
PETAL DANCE	GRS	70	100	20	39	44	-	-
SOLARBEAM	GRS	120	100	10	-	-	-	55

## TM &amp; HM ABILITIES

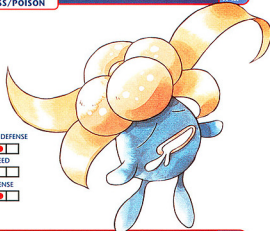
#	ATTACK	TYPE	BA	AC	PP	#43	#44	#45	#182
03	CURSE	???	-	-	10	●	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●	●
12	SWEET SCENT	NRM	-	100	20	●	●	●	●
13	SNORE	NRM	40	100	15	●	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●	●
22	SOLARBEAM	GRS	120	100	10	●	●	●	●
27	RETURN	NRM	-	100	20	●	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●	●	●
44	REST	PSY	-	-	10	●	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●	●
HI	CUT	NRM	50	95	30	●	●	●	●
HS	FLASH	NRM	-	70	20	●	●	●	●

#44

## GLOOM

ODDISH LEVEL 21 ► GLOOM

TYPE: GRASS/POISON

Height:  
2'7"  
Weight:  
19 lbs

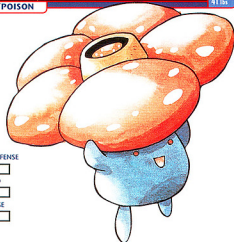
SPECIAL ATTACK	SPECIAL DEFENSE
● ● ●	● ● ●
HIT POINTS	SPEED
● ● ●	● ● ●
ATTACK	DEFENSE
● ● ●	● ● ●

#45

## VILEPLUME

GLOOM Leaf Stone ► VILEPLUME

TYPE: GRASS/POISON

Height:  
3'11"  
Weight:  
41 lbs

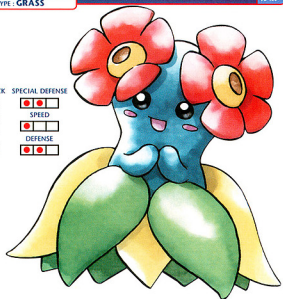
SPECIAL ATTACK	SPECIAL DEFENSE
● ● ●	● ● ●
HIT POINTS	SPEED
● ● ●	● ● ●
ATTACK	DEFENSE
● ● ●	● ● ●

#182

## BELLOSSOM

GLOOM Sun Stone ► BELLOSSOM

TYPE: GRASS

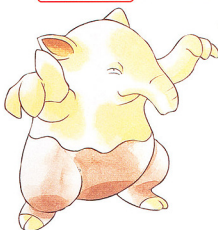
Height:  
1'4"  
Weight:  
13 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ● ●	● ● ●
HIT POINTS	SPEED
● ● ●	● ● ●
ATTACK	DEFENSE
● ● ●	● ● ●

# #96 DROWZEE

TYPE: PSYCHIC

Height: 3'3"  
Weight: 71 lbs

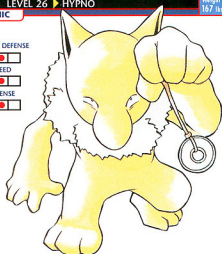


SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

# #97 HYPNO

DROWZEE LEVEL 26 → HYPNO

Height: 3'3"  
Weight: 167 lbs



SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#96	#97
POUND	NRM	40	100	35	-	-
HYPNOSIS	PSY	-	60	20	-	-
DISABLE	NRM	-	55	20	10	10
CONFUSION	PSY	50	100	25	18	18
HEADBUTT	NRM	70	100	15	25	25
POISON GAS	PSN	-	55	40	31	33
MEDITATE	PSY	-	-	40	36	40
PSYCHIC	PSY	90	100	10	40	49
PSYCH UP	NRM	-	-	10	43	55
FUTURE SIGHT	PSY	80	90	15	45	60

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#96	#97
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
42	DREAM EATER	PSY	100	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
50	NIGHTMARE	GHO	-	100	15	●	●
HS	FLASH	NRM	-	70	20	●	●

## PROF. ELM'S MEMO

### Pokémon Eggs

The Pokémon Daycare on Route 33 just south of Goldenrod City is also a Pokémon Breeding Center. You can leave two of your Pokémon in the care of the couple that staffs the center. If the two Pokémon get along very well, they may also produce an Egg. While Pokémon science hasn't yet discovered exactly how the Eggs are produced, it does recognize that the young Pokémon won't hatch from the Eggs unless they are traveling with a strong, healthy group of active Pokémon. You can walk outside the Daycare and press A to check on your Pokémon. You'll get a message that will let you know whether or not you'll be picking up an Egg.



### Check the Message

Some messages mean you'll be getting an Egg, while others mean no Egg will be produced.



- It appears to care for other Pokémon
- It shows interest in the other Pokémon
- It's friendly with the other Pokémon
- It's brimming with energy
- It has no interest in the other Pokémon



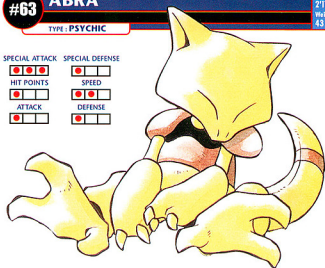
# #63 ABRA

TYPE: PSYCHIC

Height:  
2'11"  
Weight:  
43 lbs

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#63	#64	#65
TELEPORT	PSY	-	-	20	-	-	-
KINESIS	PSY	-	80	15	-	-	-
CONFUSION	PSY	50	100	25	16	16	16
DISABLE	NRM	-	55	20	18	18	18
PSYBEAM	PSY	65	100	20	21	21	21
RECOVER	NRM	-	-	20	26	26	26
FUTURE SIGHT	PSY	80	90	15	31	31	31
PSYCHIC	PSY	90	100	10	38	38	38
REFLECT	PSY	-	-	20	45	45	45

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#63	#64	#65
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●
09	PSYCH UP	NRM	-	-	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
28	DIG	GRD	60	100	10	●	●	●
29	PSYCHIC	PSY	90	100	10	●	●	●
30	SHADOW BALL	GHO	80	100	15	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●	●
42	DREAM EATER	PSY	100	100	15	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
46	THIEF	DRK	40	100	10	●	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●	●
50	NIGHTMARE	GHO	-	100	15	●	●	●
H5	FLASH	NRM	-	70	20	●	●	●

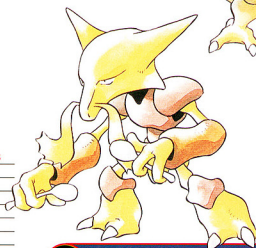
# #64 KADABRA

ABRA LEVEL 16 ▶ KADABRA  
TYPE: PSYCHIC

Height:  
4'3"  
Weight:  
125 lbs

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS	SPEED
ATTACK	DEFENSE



SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS	SPEED
ATTACK	DEFENSE

# #65 ALAKAZAM

KADABRA TRADE ▶ ALAKAZAM  
TYPE: PSYCHIC

Height:  
4'11"  
Weight:  
106 lbs



## PROF. ELM'S MEMO

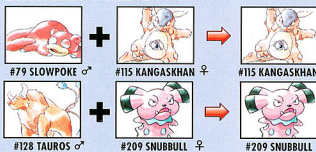
### Pokémon Pairing

Many pairings can produce a Pokémon Egg. Two of the same Pokémon will produce a younger version of the same Pokémon. Two different Pokémon will most likely produce a Pokémon of the same species as the female Pokémon. The young Pokémon will share traits with both parents, however.

### Same Pokémon



### Different Pokémon

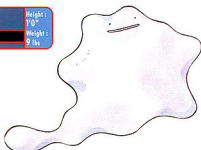


# #132 DITTO

Height: 1'0"  
Weight: 9 lbs

TYPE: NORMAL

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#132
TRANSFORM	NRM	-	-	10	-

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#132
NONE						



## PROF. ELM'S MEMO

### Pokémon Egg—Ditto

Some Pokémon are neither male nor female. The genderless Pokémon can produce Eggs if paired with a Ditto.

#### Neuter



#81 MAGNEMITE



#82 MAGNETON



#132 DITTO



#100 VOLTORB



#101 ELECTRODE



#120 STARYU



#121 STARMIE



MAGNETON



DITTO



MAGNEMITE



TAUROS



DITTO



TAUROS



KANGASKHAN



DITTO



KANGASKHAN



PIKACHU ♂



DITTO



PICHU



PIKACHU ♀



DITTO



PICHU

## Ditto

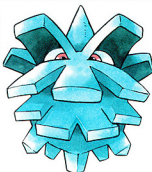
Not surprisingly, any Pokémon that can produce Eggs when paired with a Ditto, whether the Pokémon is male, female or genderless. Every pairing with Ditto will produce a younger version of the other Pokémon—Pichu and Ditto will produce a Pichu, Magneton and Ditto will produce a Magnemite, and Kangaskhan and Ditto will produce a Kangaskhan. If you want to create a younger version of a Pokémon that is exclusively male, like Tauros, you must pair it with a Ditto.

# #204 PINECO

Height: 2'0"  
Weight: 16 lbs

TYPE: BUG

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



# #205 FORRETRESS

Height: 3'11"  
Weight: 277 lbs

PINECO LEVEL 31 ▶ FORRETRESS

TYPE: BUG/STEEL

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#204	#205
TACKLE	NRM	35	95	35	-	-
PROTECT	NRM	-	-	10	-	-
SELFDESTRUCT	NRM	200	100	5	8	8
TAKE DOWN	NRM	90	85	20	15	15
RAPID SPIN	NRM	20	100	40	22	22
BIDE	NRM	-	100	10	29	29
EXPLOSION	NRM	250	100	5	36	39
SPIKES	GRD	-	-	20	43	49
DOUBLE-EDGE	NRM	120	100	15	50	59

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#204	#205
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
12	SWEET SCENT	NRM	-	100	20	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●

## #29 NIDORAN ♀

TYPE: POISON

Height: 1'4"  
Weight: 13 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#29	#30	#31
GROWL	NRM	-	100	40	-	-	-
TACKLE	NRM	35	95	35	-	-	-
SCRATCH	NRM	40	100	35	8	8	-
DOUBLE KICK	FTG	30	100	30	12	12	-
POISON STING	PSN	15	100	35	17	19	-
BODY SLAM	NRM	85	100	15	-	-	23
TAIL WHIP	NRM	-	100	30	23	27	-
BITE	DRK	40	100	25	30	36	-
FURY SWIPES	NRM	18	80	15	38	46	-

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#29	#30	#31
01	DYNAMIC PUNCH	FTG	100	50	5	-	-	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
05	ROAR	NRM	-	100	20	-	-	●
06	TOXIC	PSN	-	85	10	●	●	●
08	ROCK SMASH	FTG	20	100	15	-	-	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	-	-	●
13	SNORE	NRM	40	100	15	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	NRM	150	90	5	-	-	●
16	ICY WIND	ICE	55	95	15	-	-	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	-	-	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
25	THUNDER	ELC	120	70	10	●	●	●
26	EARTHQUAKE	GRD	100	100	10	-	-	●
27	RETURN	NRM	-	100	20	●	●	●
30	SHADOW BALL	GHO	80	100	15	-	-	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	-	-	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
37	SANDSTORM	RCK	-	-	10	-	-	●
38	FIRE BLAST	FIR	120	85	5	-	-	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
41	THUNDERPUNCH	ELC	75	100	15	-	-	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	-	-	●
45	ATTRACT	NRM	-	100	15	●	●	●
46	THEF	DRK	40	100	10	●	●	●
48	FIRE PUNCH	FIR	75	100	15	-	-	●
49	FURY CUTTER	BUG	10	95	20	-	-	●
H3	SURF	WTR	95	100	15	-	-	●
H4	STRENGTH	NRM	80	100	15	●	●	●

## #30 NIDORINA

NIDORAN♀ LEVEL 16 ► NIDORINA

TYPE: POISON

Height: 2'7"  
Weight: 44 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>



SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>

## #31 NIDOQUEEN

NIDORINA Moon Stone ► NIDOQUEEN

TYPE: POISON/GROUND

Height: 6'5"  
Weight: 132 lbs



## PROF. ELM'S MEMO

### Pokémon Egg-ceptions

### No Eggs

Some Pokémon will never produce Eggs, usually because they are pre-evolutions, one-of-a-kind, or genderless. You can still leave them at the Pokémon Daycare to gain levels and attacks.



UNOWN

IGGLYBUFF	TOGEPI	CLEFFEA	TYROGUE	SMOOCHUM
EKLEKID	MAGBY	ARTICUNO	ZAPDOS	MOLTRES
MEWTWO	MEW	RAIKOU	ENTEI	SUICUNE
NIDORINA	NIDOQUEEN	PICHU	LUGIA	HO-OH



# #32 NIDORAN ♂

TYPE: POISON

Height: 1'8"  
Weight: 20 lbs.

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#32	#33	#34
LEER	NRM	-	100	30	-	-	-
TACKLE	NRM	35	95	35	-	-	-
HORN ATTACK	NRM	65	100	25	8	8	-
DOUBLE KICK	FTG	30	100	30	12	12	-
POISON STING	PSN	15	100	35	17	19	-
THRASH	NRM	90	100	20	-	-	23
FOCUS ENERGY	NRM	-	-	30	23	27	-
FURY ATTACK	NRM	15	85	20	30	36	-
HORN DRILL	NRM	-	30	5	38	46	-

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#32	#33	#34
01	DYNAMICPUNCH	FTG	100	50	5	-	-	-
02	HEADBUTT	NRM	70	100	15	•	•	•
03	CURSE	???	-	-	10	-	-	-
05	ROAR	NRM	-	100	20	-	-	•
06	TOXIC	PSN	-	85	10	•	•	•
08	ROCK SMASH	FTG	20	100	15	-	•	•
10	HIDDEN POWER	NRM	-	100	15	•	•	•
11	SUNNY DAY	FIR	-	-	5	-	•	•
13	SNORE	NRM	40	100	15	•	•	•
14	BLIZZARD	ICE	120	70	5	•	•	•
15	HYPER BEAM	NRM	150	90	5	-	•	•
16	ICY WIND	ICE	55	95	15	-	•	•
17	PROTECT	NRM	-	-	10	•	•	•
18	RAIN DANCE	WTR	-	-	5	•	•	•
20	ENDURE	NRM	-	-	10	•	•	•
21	FRUSTRATION	NRM	-	100	20	•	•	•
23	IRON TAIL	STL	100	75	15	•	•	•
25	THUNDER	ELC	120	70	10	•	•	•
26	EARTHQUAKE	GRD	100	100	10	-	•	•
27	RETURN	NRM	-	100	20	•	•	•
30	SHADOW BALL	GHO	80	100	15	-	•	•
31	MUD-SLAP	GRD	20	100	10	•	•	•
32	DOUBLE TEAM	NRM	-	-	15	•	•	•
33	ICE PUNCH	ICE	75	100	15	-	•	•
34	SWAGGER	NRM	-	90	15	•	•	•
35	SLEEP TALK	NRM	-	-	10	•	•	•
37	SANDSTORM	RCK	-	-	10	-	•	•
38	FIRE BLAST	FIR	120	85	5	-	•	•
40	DEFENSE CURL	NRM	-	-	40	•	•	•
41	THUNDERPUNCH	ELC	75	100	15	-	•	•
43	DETECT	FTG	-	-	5	•	•	•
44	REST	PSY	-	-	10	•	•	•
45	ATTRACT	NRM	-	100	15	•	•	•
46	THIEF	DRK	40	100	10	•	•	•
48	FIRE PUNCH	FIR	75	100	15	-	•	•
49	FURY CUTTER	BUG	10	95	20	-	•	•
H3	SURF	WTR	95	100	15	-	•	•
H4	STRENGTH	NRM	80	100	15	•	•	•

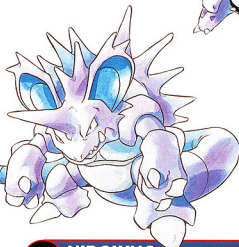
# #33 NIDORINO

NIDORAN ♂ LEVEL 16 → NIDORINO

TYPE: POISON

Height: 2'11"  
Weight: 43 lbs.

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

# #34 NIDOKING

NIDORINO Moon Stone → NIDOKING

TYPE: POISON/GROUND

Height: 4'7"  
Weight: 137 lbs.



## PROF. ELM'S MEMO

### Pokémon Genders

#### Female Pokémon

Some Pokémon are always female. Most, but not all, will produce Eggs with other Pokémon.



NIDORAN ♀ NIDORINA NIDOQUEEN JYNX SMOOCHUM



KANGASKHAN MILTANK CHANSEY BLISSEY

#### Male Pokémon

Some Pokémon are always male. Most, but not all, will produce Eggs with other Pokémon.



TAUROS HITMONLEE HITMONCHAN

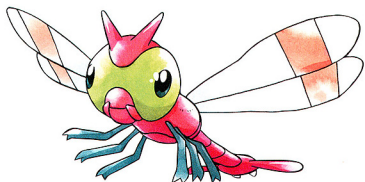


HITMONTOP TYROGUE NIDORAN ♂ NIDORINO NIDOKING

## #193 YANMA

Height: 3'11"  
Weight: 8.4 lbs

TYPE: BUG/FLYING



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
● ● ●	● ● ●	● ● ●	● ● ●	● ● ●	● ● ●

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#193
TACKLE	NRM	35	95	35	-
FORESIGHT	NRM	-	100	40	-
QUICK ATTACK	NRM	40	100	30	7
DOUBLE TEAM	NRM	-	-	15	13
SONICBOOM	NRM	-	90	20	19
DETECT	FTG	-	-	5	25
SUPERSONIC	NRM	-	55	20	31
SWIFT	NRM	60	-	20	37
SCREECH	NRM	-	85	40	43

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#193
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
19	GIGA DRAIN	GRS	60	100	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
22	SOLARBEAM	GRS	120	100	10	●
27	RETURN	NRM	-	100	20	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
H5	FLASH	NRM	-	70	20	●

## #191 SUNKERN

Height: 1'0"  
Weight: 4 lbs

TYPE: GRASS



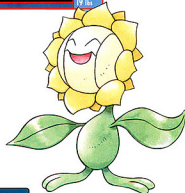
SPECIAL ATTACK	SPECIAL DEFENSE
● ● ●	● ● ●
HIT POINTS	SPEED
● ● ●	● ● ●
ATTACK	DEFENSE
● ● ●	● ● ●

## #192 SUNFLORA

SUNKERN, Sun Stone, SUNFLORA

Height: 2'7"  
Weight: 19 lbs

TYPE: GRASS



SPECIAL ATTACK	SPECIAL DEFENSE
● ● ●	● ● ●
HIT POINTS	SPEED
● ● ●	● ● ●
ATTACK	DEFENSE
● ● ●	● ● ●

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#191	#192
ABSORB	GRS	20	100	20	-	-
POUND	NRM	40	100	35	-	-
GROWTH	NRM	-	-	40	4	4
MEGA DRAIN	GRS	40	100	10	10	-
RAZOR LEAF	GRS	55	95	25	-	10
SUNNY DAY	FIR	-	-	5	19	19
SYNTHESIS	GRS	-	-	5	31	-
PETAL DANCE	GRS	70	100	20	-	31
GIGA DRAIN	GRS	60	100	5	46	-
SOLAR BEAM	GRS	120	100	10	-	46

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#191	#192
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
12	SWEET SCENT	NRM	-	100	20	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H1	CUT	NRM	50	95	30	●	●
H5	FLASH	NRM	-	70	20	●	●

# #102 EXEGGCUTE

Height: 1'4"  
Weight: 14 lbs

TYPE: GRASS/PSYCHIC

SPECIAL ATTACK SPECIAL DEFENSE

HP	SP
ATK	DEF
SP. ATK	SP. DEF



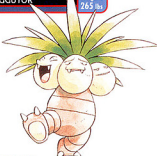
# #103 EXEGGUTOR

EXEGGCUTE Leaf Stone EXEGGUTOR  
Height: 6'7"  
Weight: 265 lbs

TYPE: GRASS/PSYCHIC

SPECIAL ATTACK SPECIAL DEFENSE

HP	SP
ATK	DEF
SP. ATK	SP. DEF



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#102	#103
BARRAGE	NRM	15	85	20	-	-
HYPNOSIS	PSY	-	60	20	-	-
REFLECT	PSY	-	-	20	7	-
LEECH SEED	GRS	-	90	10	13	-
CONFUSION	PSY	50	100	25	19	-
STOMP	NRM	65	100	20	-	19
STUN SPORE	GRS	-	75	30	25	-
POISONPOWDER	PSN	-	75	35	31	-
POISON BOMB	NRM	100	75	10	-	31
SLEEP POWDER	GRS	-	75	15	37	-
SOLAR BEAM	GRS	120	100	10	43	-

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#102	#103
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
42	DREAM EATER	PSY	100	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
50	NIGHTMARE	GHO	-	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●
H5	FLASH	NRM	-	70	20	●	●

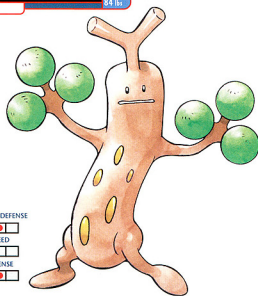
# #185 SUDOWOODO

Height: 3'11"  
Weight: 84 lbs

TYPE: ROCK

SPECIAL ATTACK SPECIAL DEFENSE

HP	SP
ATK	DEF
SP. ATK	SP. DEF



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#185
ROCK THROW	RCK	50	90	15	-
MIMIC	NRM	-	100	10	-
FLAIL	NRM	-	100	15	10
LOW KICK	FTG	50	90	20	19
ROCK SLIDE	RCK	75	90	10	28
FAINT ATTACK	DRK	60	-	20	37
SLAM	NRM	80	75	20	46

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#185
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
28	DIG	GRD	60	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
40	DEFENSE CURL	NRM	-	-	40	●
41	THUNDERPUNCH	ELC	75	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
48	FIRE PUNCH	FIR	75	100	15	●
H4	STRENGTH	NRM	80	100	15	●



#202

## WOBBUFFET

Height:  
4'3"  
Weight:  
63 lbs

TYPE: PSYCHIC

SPECIAL ATTACK SPECIAL DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#202
COUNTER	FTG	-	100	20	-
MIRROR COAT	PSY	-	100	20	-
SAFEGUARD	NRM	-	-	25	-
DESTINY BOND	GHO	-	-	5	-

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#202
NONE						



## PROF. ELM'S MEMO

## Time Capsule

The day after you meet Bill in Ecruteak City's Pokémon Center, you will be able to use the Time Capsule to trade Pokémon between Red, Blue, or Yellow and Silver or Gold. When you trade Pokémon to Gold or Silver from the older games, the creatures may be carrying items.

ITEM	POKÉMON THAT MAY CARRY THE ITEM
BERRY	ARBOK, BELLSPOUR, CATERPIE, CUBONE, DIGLETT, DODUO, DROWZEE, EKANS, EXEGGUTE, FEAROW, GASTLY, GEODUDE, GLOOM, GOLBAT, GRAVELER, GRIMER, GROWLITHE, HAUNTER, KADABRA, KAKUNA, KOFFING, MACHOKE, MAGIKARP, MAGNETITE, MANKEY, MEOWTH, METAPOD, NIDORINA, NIDORINO, ODDISH, PARAS, PIDGEOTTO, PIDGEY, PIKACHU (R,B), POLIWAG, POLIWHIRL, PONYTA, PSYDUCK, RATICATE, RATTATA, RHYHORN, SANDSHREW, SANDSLASH, SEEL, SHELLDER, SLOWPOKE, SPEAROW, TENTACOO, VENONAT, VOLTORB, VULPIX, WEEDLE, WEEPINBEL, ZUBAT
BITTER BERRY	AERODACTYL, BULBASAU, CHARMANDER, DODRIO, DRAGONAIR, DRATINI, EEEVEE, ELECTABUZZ, FARFETCH'D, GYARADOS, HITMONCHAN, HITMONLEE, JYNX, KABUTO, KANGASKHAN, LAPRAS, LICKITUNG, MAGMAR, MEW, MR. MIME, OMANYTE, ONIX, PINSIR, PORYGON, SCYTHER, SQUIRTLE, TANGELA, TAuros
BRICK PIECE	MACHOP
BRIGHT POWDER	ARTICUNO, MEWTWO, MOLTRES, ZAPDOS
GOLD BERRY	DUGTRIO, WIGGLYTUFF
GOLD LEAF	DEWGONG, GOLDDUCK, HYPNO, MAROWAK, MUK, PARASECT, PRIMEAPE, RAICHU, SEADRA, SLOWBRO, VENOMOTH
LEFTOVERS	CLEFABLE, SNORLAX
LIGHT BALL	PIKACHU (GET FROM PROF. OAK IN YELLOW VERSION)
LUCKY PUNCH	CHANCEY
METAL POWDER	DITTO
MYSTERY BERRY	CLEFAIRY
POLKADOT BOW	JIGGLYPUFF
PROTEIN	DRAGONAIR (WILD IN YELLOW VERSION)
SILVER LEAF	ELECTRODE, KINGLER, MAGNETON, RAPIDASH, RHYDON, SEAKING, TENTACRUEL, WEEZING
TWISTED SPOON	KADABRA (WILD IN YELLOW VERSION)
TM 09/PSYCH UP	ABRA
TM 33/ICE PUNCH	GOLDEEN, HORSEA, KRABBY, STARYU
TM 43/DETECT	NIDORAN ♀, NIDORAN ♂

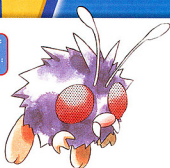
#48

## VENONAT

Height:  
3'6"  
Weight:  
86 lbs

TYPE: BUG/POISON

SPECIAL ATTACK SPECIAL DEFENSE

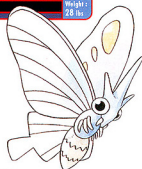


#49

## VENOMOTH

VENONAT LEVEL 31 VENOMOTH  
TYPE: BUG/POISONHeight:  
4'11"  
Weight:  
28 lbs

SPECIAL ATTACK SPECIAL DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#48	#49
TACKLE	NRM	35	95	35	-	-
DISABLE	NRM	-	55	20	-	-
FORESIGHT	NRM	-	100	40	-	-
SUPERSONIC	NRM	-	55	20	9	9
CONFUSION	PSY	50	100	25	17	17
POISONPOWDER	PSN	-	75	35	20	20
LEECH LIFE	BUG	20	100	15	25	25
STUN SPORE	GRS	-	75	30	28	28
GUST	FLY	40	100	35	-	31
PSYBEAM	PSY	65	100	20	33	36
SLEEP POWDER	GRS	-	75	15	36	42
PSYCHIC	PSY	90	100	10	41	52

## TM &amp; HM ABILITIES

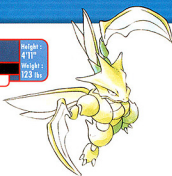
#	ATTACK	TYPE	BA	AC	PP	#48	#49
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
12	SWEET SCENT	NRM	-	100	20	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLAR BEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
H5	FLASH	NRM	-	70	20	●	●

# #123 SCYTHER

TYPE: BUG/FLYING

Height: 4'11"  
Weight: 123 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



# #212 SCIZOR

SCYTHER Metal Coat + TRADE → SCIZOR  
TYPE: BUG/STEEL

Height: 5'11"  
Weight: 260 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#123	#212
QUICK ATTACK	NRM	40	100	30	-	-
LEER	NRM	-	100	30	-	-
FOCUS ENERGY	NRM	-	-	30	6	6
PURSUIT	DRK	40	100	20	12	12
FALSE SWIPE	NRM	40	100	40	18	18
AGILITY	PSY	-	-	30	24	24
WING ATTACK	FLY	60	100	35	30	-
METAL CLAW	STL	50	95	35	-	30
SLASH	NRM	70	100	20	36	36
SWORDS DANCE	NRM	-	-	30	42	42
DOUBLE TEAM	NRM	-	-	15	48	48

## TM & HM ABILITIES

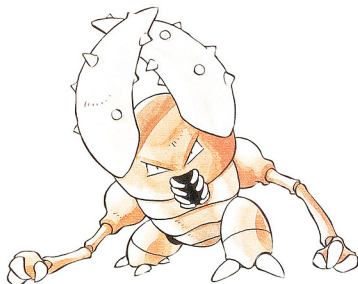
#	ATTACK	TYPE	BA	AC	PP	#123	#212
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	RCK	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
47	STEEL WING	STL	70	90	25	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
H1	CUT	NRM	50	95	30	●	●
H4	STRENGTH	NRM	80	100	15	●	●

# #127 PINSIR

TYPE: BUG

Height: 4'11"  
Weight: 121 lbs

SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
----------------	-----------------	--------	---------	------------	-------



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#127
VICIGRIP	NRM	55	100	30	-
FOCUS ENERGY	NRM	-	-	30	7
BIND	NRM	15	75	20	13
SEISMIC TOSS	FTG	-	100	20	19
HARDEN	NRM	-	-	30	25
GUILLotine	NRM	-	30	5	31
SUBMISSION	FTG	80	80	25	37
SWORDS DANCE	NRM	-	-	30	43

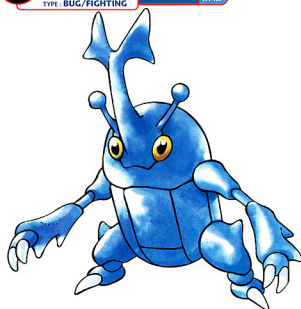
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#127
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	RCK	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	20	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
49	FURY CUTTER	BUG	10	95	20	●
H1	CUT	NRM	50	95	30	●
H4	STRENGTH	NRM	80	100	15	●

# #214 HERACROSS

Height: 4'11"  
Weight: 119 lbs

TYPE: BUG/FIGHTING



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
● ● ●	● ● ●	● ● ● ●	● ● ●	● ● ● ●	● ● ●

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#214
TACKLE	NRM	35	95	35	-
LEER	NRM	-	100	30	-
HORN ATTACK	NRM	65	100	25	6
ENDURE	NRM	-	-	10	12
FURY ATTACK	NRM	15	85	20	19
COUNTER	FTG	-	100	20	27
TAKE DOWN	NRM	90	85	20	35
REVERSAL	FTG	-	100	15	44
MEGAHORN	BUG	120	85	10	54

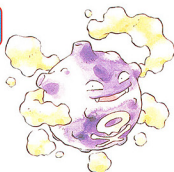
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#214
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	RCK	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
49	FURY CUTTER	BUG	10	95	20	●
51	CUT	NRM	50	95	30	●
54	STRENGTH	NRM	80	100	15	●

# #109 KOFFING

Height: 2'0"  
Weight: 2 lbs

TYPE: POISON



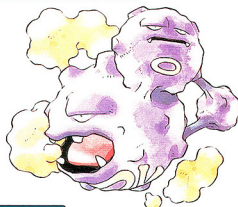
SPECIAL ATTACK	SPECIAL DEFENSE
● ● ●	● ● ●
HIT POINTS	SPEED
● ● ●	● ● ●
ATTACK	DEFENSE
● ● ●	● ● ●

# #110 WEEZING

Height: 2'11"  
Weight: 21 lbs

KOFFING, LEVEL 35 → WEEZING  
TYPE: POISON

SPECIAL ATTACK	SPECIAL DEFENSE
● ● ●	● ● ●
HIT POINTS	SPEED
● ● ●	● ● ●
ATTACK	DEFENSE
● ● ●	● ● ●



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#109	#110
POISON GAS	PSN	-	55	40	-	-
TACKLE	NRM	35	95	35	-	-
SMOG	PSN	20	70	20	9	9
SELFDestruct	NRM	200	100	5	17	17
SLUDGE	PSN	65	100	20	21	21
SMOKESCREEN	NRM	-	100	20	25	25
HAZE	ICE	-	-	30	33	33
EXPLOSION	NRM	250	100	5	41	44
DESTINY BOND	GHO	-	-	5	45	51

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#109	#110
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●



# #88 GRIMER

Height: 2'11"  
Weight: 6.6 lbs

TYPE: POISON

SPECIAL ATTACK SPECIAL DEFENSE

HP	100	HP	100
SP	100	SP	100
ATK	100	DEF	100
DEF	100	ATK	100



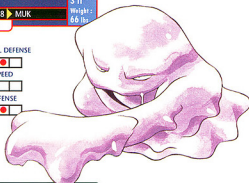
# #89 MUK

Height: 3'11"  
Weight: 6.6 lbs

GRIMER LEVEL 38 ▶ MUK  
TYPE: POISON

SPECIAL ATTACK SPECIAL DEFENSE

HP	100	HP	100
SP	100	SP	100
ATK	100	DEF	100
DEF	100	ATK	100



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#88	#89
POISON GAS	PSN	-	55	40	-	-
POUND	NRM	40	100	35	-	-
HARDEN	NRM	-	-	30	5	33
DISABLE	NRM	-	55	20	10	37
SLUDGE	PSN	65	100	20	16	45
MINIMIZE	NRM	-	-	20	23	45
SCREECH	NRM	-	85	40	31	45
ACID ARMOR	PSN	-	-	40	40	45
SLUDGE BOMB	PSN	90	100	10	50	60

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#88	#89
01	DYNAMICPUNCH	FTG	100	50	5	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●

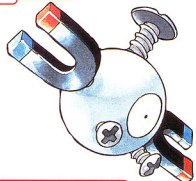
# #81 MAGNEMITE

Height: 1'0"  
Weight: 15 lbs

TYPE: ELECTRIC/STEEL

SPECIAL ATTACK SPECIAL DEFENSE

HP	100	HP	100
SP	100	SP	100
ATK	100	DEF	100
DEF	100	ATK	100



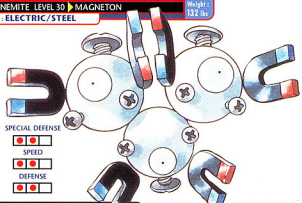
# #82 MAGNETON

Height: 3'3"  
Weight: 132 lbs

MAGNEMITE LEVEL 30 ▶ MAGNETON  
TYPE: ELECTRIC/STEEL

SPECIAL ATTACK SPECIAL DEFENSE

HP	100	HP	100
SP	100	SP	100
ATK	100	DEF	100
DEF	100	ATK	100



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#81	#82
TACKLE	NRM	35	95	35	-	-
THUNDERSHOCK	ELC	40	100	30	6	6
SUPERSONIC	NRM	-	55	20	11	11
SONICBOOM	NRM	-	90	20	16	16
THUNDER WAVE	ELC	-	100	20	21	21
LOCK-ON	NRM	-	100	5	27	27
SWIFT	NRM	60	-	20	33	35
SCREECH	NRM	-	85	40	39	43
ZAP CANNON	ELC	100	50	5	45	53

## TM & HM ABILITIES

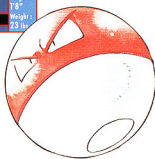
#	ATTACK	TYPE	BA	AC	PP	#81	#82
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	FLASH	NRM	-	70	20	●	●

## #100 VOLTORB

Height: 1'6"  
Weight: 23 lbs

TYPE: ELECTRIC

SPECIAL ATTACK SPECIAL DEFENSE

## #101 ELECTRODE

VOLTORB LEVEL 30 ELECTRODE

Height: 3'11"  
Weight: 167 lbs

TYPE: ELECTRIC

SPECIAL ATTACK SPECIAL DEFENSE




## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#100	#101
TACKLE	NRM	35	95	35	-	-
SCREECH	NRM	-	85	40	9	9
SONICBOOM	NRM	-	90	20	17	17
SELFDESTRUCT	NRM	200	100	5	23	23
ROLLOUT	RCK	30	90	20	29	29
LIGHT SCREEN	PSY	-	-	30	33	34
SWIFT	NRM	60	-	20	37	40
EXPLOSION	NRM	250	100	5	39	44
MIRROR COAT	PSY	-	100	20	41	48

## TM &amp; HM ABILITIES

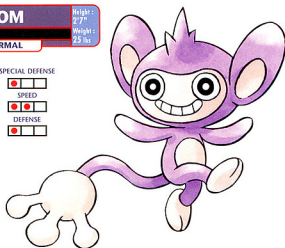
#	ATTACK	TYPE	BA	AC	PP	#100	#101
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
42	DREAM EATER	PSY	100	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
50	NIGHTMARE	GHO	-	100	15	●	●
HI	CUT	NRM	50	95	30	●	●
H5	FLASH	NRM	-	70	20	●	●

## #190 AIPOM

Height: 2'7"  
Weight: 25 lbs

TYPE: NORMAL

SPECIAL ATTACK SPECIAL DEFENSE

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#190
SCRATCH	NRM	40	100	35	-
TAIL WHIP	NRM	-	100	30	-
SAND-ATTACK	GRD	-	100	15	6
BATON PASS	NRM	-	-	40	12
FURY SWIPES	NRM	18	80	15	19
SWIFT	NRM	60	-	20	27
SCREECH	NRM	-	85	40	36
ABILITY	PSY	-	-	30	46

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#190
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
27	RETURN	NRM	-	100	20	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
40	DEFENSE CURL	NRM	-	-	40	●
41	THUNDERPUNCH	ELC	75	100	15	●
42	DREAM EATER	PSY	100	100	15	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
48	FIRE PUNCH	FIR	75	100	15	●
49	FURY CUTTER	BUG	10	95	20	●
50	NIGHTMARE	GHO	-	100	15	●
HI	CUT	NRM	50	95	30	●
H4	STRENGTH	NRM	80	100	15	●

# #209 SNUBBULL

Height: 2'0"  
Weight: 17 lbs

TYPE: NORMAL

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



# #210 GRANBULL

Height: 4'7"  
Weight: 107 lbs

SNUBBULL LEVEL 23 → GRANBULL  
TYPE: NORMAL

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#209	#210
TACKLE	NRM	35	95	35	-	-
SCARY FACE	NRM	-	90	10	-	-
TAIL WHIP	NRM	-	100	30	4	4
CHARM	NRM	-	100	20	8	8
BITE	DRK	60	100	25	13	13
LICK	GHO	20	100	30	19	19
ROAR	NRM	-	100	20	26	28
RAGE	NRM	20	100	20	34	38
TAKE DOWN	NRM	90	85	20	43	51

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#209	#210
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●

# #37 VULPIX

Height: 2'0"  
Weight: 22 lbs

TYPE: FIRE

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



# #38 NINETALES

VULPIX Fire Stone → NINETALES

TYPE: FIRE

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#37	#38
EMBER	FIR	40	100	25	-	-
TAIL WHIP	NRM	-	100	30	-	-
QUICK ATTACK	NRM	40	100	30	7	-
ROAR	NRM	-	100	20	13	-
CONFUSE RAY	GHO	-	100	10	19	-
SAFEGUARD	NRM	-	-	25	25	-
FLAMETHROWER	FIR	95	100	15	31	-
FIRE SPIN	FIR	15	70	15	37	43

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#37	#38
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●



#58

## GROWLITHE

Height:  
2'4"  
Weight:  
42 lbs

TYPE: FIRE

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS

ATTACK

SPEED

DEFENSE



#59

## ARCANINE

Height:  
6'3"  
Weight:  
242 lbs

GROWLITHE Fire Stone ▶ ARCANINE

TYPE: FIRE

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS

ATTACK

SPEED

DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#58	#59
BITE	DRK	60	100	25	-	-
ROAR	NRM	-	100	20	-	-
EMBER	FIR	40	100	25	9	-
LEER	NRM	-	100	30	18	-
TAKE DOWN	NRM	90	85	20	26	-
FLAME WHEEL	FIR	60	100	25	34	-
AGILITY	PSY	-	-	30	42	-
FLAMETHROWER	FIR	95	100	15	50	-
EXTREME SPEED	NRM	80	100	5	-	50

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#58	#59
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
24	DRAGONBREATH	DRG	60	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●

#234

## STANTLER

Height:  
4'7"  
Weight:  
157 lbs

TYPE: NORMAL

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS

ATTACK

SPEED

DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#234
TACKLE	NRM	35	95	35	-
LEER	NRM	-	100	30	8
HYPNOSIS	PSY	-	60	20	15
STOMP	NRM	65	100	20	23
SAND-ATTACK	GRD	-	100	15	31
TAKE DOWN	NRM	90	85	20	40
CONFUSE RAY	GHO	-	100	10	49

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#234
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
42	DREAM EATER	PSY	100	100	15	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
50	NIGHTMARE	GHO	-	100	15	●
HS	FLASH	NRM	-	70	20	●

# #183 MARILL

Height: 1'4" Weight: 19 lbs

TYPE: WATER

SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>



# #184 AZUMARILL

MARILL LEVEL 18 → AZUMARILL  
Height: 2'7" Weight: 63 lbs

TYPE: WATER

SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>



## LEVEL UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#183	#184
TACKLE	NRM	35	95	35	-	-
DEFENSE CURL	NRM	-	40	3	3	3
TAIL WHIP	NRM	-	100	30	6	6
WATER GUN	WTR	40	100	25	10	10
ROLLOUT	RCK	30	90	20	15	15
BUBBLEBEAM	WTR	65	100	20	21	25
DOUBLE-EDGE	NRM	120	100	15	28	36
RAIN DANCE	WTR	-	-	5	36	48

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#183	#184
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H3	SURF	WTR	95	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●
H7	WATERFALL	WTR	80	100	15	●	●

# #50 DIGLETT

Height: 0'6" Weight: 2 lbs

TYPE: GROUND

SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>

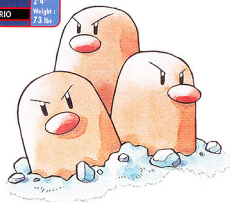


# #51 DUGTRIO

DIGLETT LEVEL 26 → DUGTRIO  
Height: 2'4" Weight: 73 lbs

TYPE: GROUND

SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>



## LEVEL UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#50	#51
SCRATCH	NRM	40	100	35	-	-
GROWL	NRM	-	100	40	5	5
MAGNITUDE	GRD	-	100	30	9	9
DIG	GRD	60	100	10	17	17
SAND-ATTACK	GRD	-	100	15	25	25
SLASH	NRM	70	100	20	33	37
EARTHQUAKE	GRD	100	100	10	41	49
FISSURE	GRD	-	30	5	49	61

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#50	#51
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
H1	CUT	NRM	50	95	30	●	●



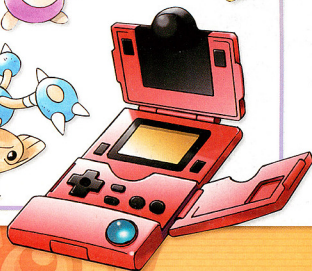
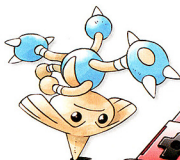
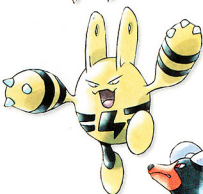
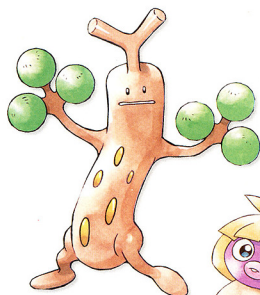
# POKÉMON



GOLD  
VERSION

SILVER  
VERSION

Complete Pokédex





## #56 MANKEY

Height: 1'8"  
Weight: 62 lbs

TYPE: FIGHTING

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS	SPEED
ATTACK	DEFENSE



## #57 PRIMEAPE

Height: 3'3"  
Weight: 71 lbs

MANKEY LEVEL 28 PRIMEAPE

TYPE: FIGHTING

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS	SPEED
ATTACK	DEFENSE



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#56	#57
SCRATCH	NRM	40	100	35	-	-
LEER	NRM	-	100	30	-	-
LOW KICK	FTG	50	90	20	9	9
KARATE CHOP	FTG	50	100	25	15	15
FURY SWIPES	NRM	18	80	15	21	21
FOCUS ENERGY	NRM	-	30	27	27	27
RAGE	NRM	20	100	20	-	28
SEISMIC TOSS	FTG	-	100	20	33	36
CROSS CHOP	FTG	100	80	5	39	45
SCREECH	NRM	-	85	40	45	54
THRASH	NRM	90	100	20	51	63

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#56	#57
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	NRM	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
49	STRENGTH	NRM	80	100	15	●	●

## #52 MEOWTH

Height: 1'4"  
Weight: 9 lbs

TYPE: NORMAL

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS	SPEED
ATTACK	DEFENSE



## #53 PERSIAN

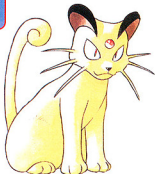
Height: 3'8"  
Weight: 71 lbs

MEOWTH LEVEL 28 PERSIAN

TYPE: NORMAL

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS	SPEED
ATTACK	DEFENSE



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#52	#53
SCRATCH	NRM	40	100	35	-	-
GROWL	NRM	-	100	40	-	-
BITE	DRK	60	100	25	11	11
PAY DAY	NRM	40	100	20	20	20
FAINT ATTACK	DRK	60	-	20	28	29
SCREECH	NRM	-	85	40	35	38
FURY SWIPES	NRM	18	80	15	41	46
SLASH	NRM	70	100	20	46	53

### TM & HM ABILITIES

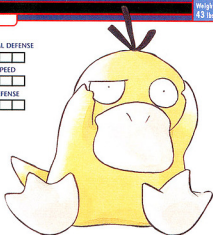
#	ATTACK	TYPE	BA	AC	PP	#52	#53
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
42	DREAM EATER	PSY	100	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
50	NIGHTMARE	GHO	-	100	15	●	●

# #54 PSYDUCK

TYPE: WATER

Height:  
2'7"  
Weight:  
43 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#54	#55
SCRATCH	NRM	40	100	35	-	-
TAIL WHIP	NRM	-	100	30	5	5
DISABLE	NRM	-	55	20	10	10
CONFUSION	PSY	50	100	25	16	16
SCREECH	NRM	-	85	40	23	23
PSYCH UP	NRM	-	-	10	31	31
FURY SWIPES	NRM	18	80	15	40	44
HYDRO PUMP	WTR	120	80	5	50	50

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#54	#55
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
H3	SURF	WTR	95	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●
H5	FLASH	NRM	-	70	20	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●
H7	WATERFALL	WTR	80	100	15	●	●

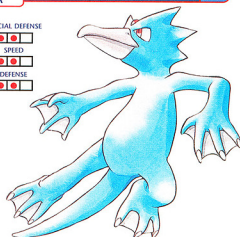
# #55 GOLDDUCK

PSYDUCK LEVEL 33 → GOLDDUCK

TYPE: WATER

Height:  
5'7"  
Weight:  
169 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>



## PROF. ELM'S MEMO

### Wild Pokémon Items

During the course of my research and Pokémon collecting, I have often captured wild Pokémon that are holding items. Below is my list of wild Pokémon and the items they might be holding when you capture them. The Pokémon shown in red will always be holding the item listed.

RED NAME	ALWAYS
BLUE NAME	SOMETIMES
BLACK NAME	RARELY

ITEM	POKÉMON
GOLD BERRY	FURRET
KING'S ROCK	POLIWHIRL, SLOWBRO, SLOWPOKE
BIG MUSHROOM	PARAS
BIG PEARL	SHELLER
EVERSTONE	GEODUDE, GRAVELER
BERRY	FURRET, PIRACHU, SENTRET, SHUCKLE
SILVER POWDER	BUTTERFREE
NUGGET	GRIMER, MUK
ICE BERRY	JYNX
LUCKY EGG	CHANSEY
PEARL	SHELLER
SHARP BEAK	DODRIO, FEAROW
SACRED ASH	HO-Oh
QUICK CLAW	SNEASEL
LEFTOVERS	SNORLAX
TINY MUSHROOM	PARAS
MOON STONE	CLEFAIRY
POISON BARR	BEEDRILL
STICK	FARFETCH'D
SPELL TAG	MISDREAVUS
MYSTERY BERRY	CLEFAIRY, MR. MIME
THICK CLUB	CUBONE, MAROWAK
STAR PIECE	STARU
STARSTUD	STARU
METAL COAT	MAGNEMITE
MOOMOO MILK	MILTANK
BURN'T BERRY	VULPIX, GROWLITHE, MAGMAR
DRAGON SCALE	DRAGONAIR, DRATINI, HORSEA, SEADRA



#66

## MACHOP

TYPE: FIGHTING

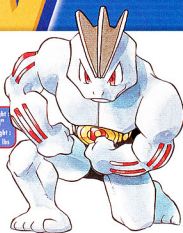
Height:  
2'7"  
Weight:  
43 lbs

#67

## MACHOKE

MACHOP LEVEL 28 ▶ MACHOKE

TYPE: FIGHTING

Height:  
4'11"  
Weight:  
155 lbs

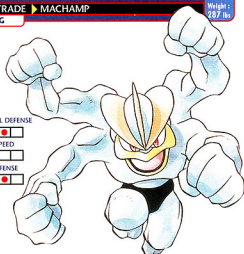
SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

#68

## MACHAMP

MACHOKE TRADE ▶ MACHAMP

TYPE: FIGHTING

Height:  
5'3"  
Weight:  
287 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#66	#67	#68
LOW KICK	FTG	50	90	20	-	-	-
LEER	NRM	-	100	30	-	-	-
FOCUS ENERGY	NRM	-	-	30	7	8	8
KARATE CHOP	FTG	50	100	25	13	15	15
SEISMIC TOSS	FTG	-	100	20	19	19	19
FORESIGHT	NRM	-	100	40	25	25	25
VITAL THROW	FTG	70	100	10	31	34	34
CROSS CHOP	FTG	100	80	5	37	43	43
SCARY FACE	NRM	-	90	10	43	52	52
SUBMISSION	FTG	80	80	25	49	61	61

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#66	#67	#68
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
04	TOXIC	PSN	-	85	10	●	●	●
08	ROCK SMASH	FTG	20	100	15	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
28	DIG	GRD	60	100	10	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
38	FIRE BLAST	FIR	120	85	5	●	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
46	THIEF	DRK	40	100	10	●	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●	●
49	STRENGTH	NRM	80	100	15	●	●	●



## PROF. ELM'S MEMO

## Trainers Calling

You may not like to give your phone number out to just any Trainer, but if you want to catch some of the rarest Pokemon in the game, you will want to give your number to the following six Trainers. Each one will call you for the usual Pokemon updates, but occasionally one will also let you know where a rare Pokemon is hiding, as listed below.



#211 OWLIFISH

Fisherman  
Ralph  
Route 32

#209 SNUBBULL

Schoolboy  
Chad  
Route 38

#206 DUNSPARCE

Hiker  
Anthony  
Route 33

#223 REMORAID

Fisherman  
Wilton  
Route 44

#193 YANMA

Bug Catcher  
Arnie  
Route 35

#183 MARILL

Hiker  
Parry  
Route 45



# #236 TYROGUE

TYPE: FIGHTING

Height: 2'4"  
Weight: 4.6 lbs



# #107 HITMONCHAN

TYROGUE LEVEL 20 ATTACK<DEFENSE HITMONCHAN

TYPE: FIGHTING

Height: 4'7"  
Weight: 111 lbs



## LEVEL-UP ABILITIES

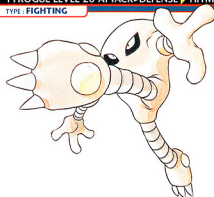
ATTACK	TYPE	BA	AC	PP	#236	#106	#107	#237
TACKLE	HRM	35	95	35	-	-	-	-
DOUBLE KICK	FTG	30	100	30	-	-	-	-
COMET PUNCH	NRM	18	85	15	-	-	-	-
MEDITATE	PSY	-	-	40	-	-	6	-
ROLLING KICK	FTG	60	85	15	11	-	-	-
JUMP KICK	FTG	70	95	25	16	-	-	-
FOCUS ENERGY	NRM	-	-	30	21	-	-	7
HI JUMP KICK	FTG	85	90	20	26	-	-	-
MIND READER	NRM	-	100	5	31	-	-	-
FORESIGHT	NRM	-	100	40	36	-	-	-
ENDURE	NRM	-	-	10	41	-	-	-
MEGA KICK	NRM	120	75	5	46	-	-	-
REVERSAL	FTG	-	100	15	51	-	-	-
AGILITY	PSY	-	-	30	-	-	7	37
PURSUIT	DRK	40	100	20	-	-	13	13
THUNDERPUNCH	ELC	75	100	15	-	-	26	-
ICE PUNCH	ICE	75	100	15	-	-	26	-
FIRE PUNCH	FIR	75	100	15	-	-	26	-
MACH PUNCH	FTG	40	100	30	-	-	32	-
MEGA PUNCH	NRM	80	85	20	-	-	38	-
DETECT	FTG	-	-	5	-	-	44	43
COUNTER	FTG	-	100	20	-	-	50	31
QUICK ATTACK	NRM	40	100	30	-	-	-	19
RAPID SPIN	NRM	20	100	40	-	-	-	25
TRIPLE KICK	FTG	10	90	10	-	-	-	49

# #106 HITMONLEE

TYROGUE LEVEL 20 ATTACK>DEFENSE HITMONLEE

TYPE: FIGHTING

Height: 4'11"  
Weight: 110 lbs



# #237 HITMONTOP

TYROGUE LEVEL 20 ATTACK=DEFENSE HITMONTOP

TYPE: FIGHTING

Height: 4'7"  
Weight: 106 lbs



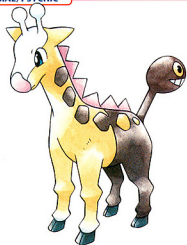
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#236	#106	#107	#237
01	DYNAMICPUNCH	FTG	100	50	5	-	-	-	-
02	HEADBUTT	NRM	70	100	15	-	-	-	-
03	CURSE	???	-	-	10	-	-	-	-
06	TOXIC	PSN	-	85	10	-	-	-	-
08	ROCK SMASH	FTG	20	100	15	-	-	-	-
10	HIDDEN POWER	NRM	-	100	15	-	-	-	-
11	SUNNY DAY	FIR	-	-	5	-	-	-	-
13	SNORE	NRM	40	100	15	-	-	-	-
17	PROTECT	NRM	-	-	10	-	-	-	-
20	ENDURE	NRM	-	-	10	-	-	-	-
21	FRUSTRATION	NRM	-	100	20	-	-	-	-
27	RETURN	NRM	-	100	20	-	-	-	-
28	DIG	GRD	60	100	10	-	-	-	-
31	MUD-SLAP	GRD	20	100	10	-	-	-	-
32	DOUBLE TEAM	NRM	-	-	15	-	-	-	-
33	ICE PUNCH	ICE	75	100	15	-	-	-	-
34	SWAGGER	NRM	-	90	15	-	-	-	-
35	SLEEP TALK	NRM	-	-	10	-	-	-	-
39	SWIFT	NRM	60	-	20	-	-	-	-
41	THUNDERPUNCH	ELC	75	100	15	-	-	-	-
43	DETECT	FTG	-	-	5	-	-	-	-
44	REST	PSY	-	-	10	-	-	-	-
45	ATTRACT	NRM	-	100	15	-	-	-	-
46	THIEF	DRK	40	100	10	-	-	-	-
48	FIRE PUNCH	FIR	75	100	15	-	-	-	-
H4	STRENGTH	NRM	80	100	15	-	-	-	-

#203

## GIRAFARIG

TYPE: NORMAL/PSYCHIC

Height:  
4'11"  
Weight:  
91 lbs

SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#203
TACKLE	NRM	35	95	35	-
GROWL	NRM	-	100	40	-
CONFUSION	PSY	50	100	25	7
STOMP	NRM	65	100	20	13
AGILITY	PSY	-	-	30	20
BATON PASS	NRM	-	-	40	30
PSYBEAM	PSY	65	100	20	41
CRUNCH	DRK	80	100	15	54

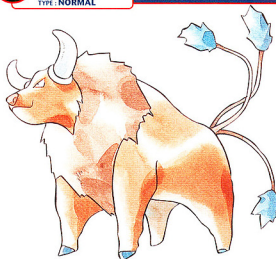
## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#203
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
30	SHADOW BALL	GHO	80	100	10	●
31	MUD-SLAP	NRM	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
42	DREAM EATER	PSY	100	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
50	NIGHTMARE	GHO	-	100	15	●
H4	STRENGTH	NRM	80	100	15	●

#128

## TAUROS

TYPE: NORMAL

Height:  
4'7"  
Weight:  
195 lbs

SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#128
TACKLE	NRM	35	95	35	-
TAIL WHIP	NRM	-	100	30	4
RAGE	NRM	20	100	20	8
HORN ATTACK	NRM	65	100	25	13
SCARY FACE	NRM	-	90	10	19
PURSUIT	DRK	40	100	20	26
REST	PSY	-	-	10	34
THRASH	NRM	90	100	20	43
TAKE DOWN	NRM	90	85	20	53

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#128
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	NRM	80	100	15	●

# #241 MILTANK

Height: 3'11"  
Weight: 186 lbs

TYPE: NORMAL

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#241
TACKLE	NRM	35	95	35	-
GROWL	NRM	-	100	40	4
DEFENSE CURL	NRM	-	-	40	8
STOMP	NRM	65	100	20	13
MILK DRINK	NRM	-	-	10	19
BIDE	NRM	-	100	10	26
ROLLOUT	RCK	30	90	20	34
BODY SLAM	NRM	85	100	15	43
HEAL BEL	NRM	-	-	5	53

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#241
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
12	SWEET SCENT	NRM	-	100	20	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
40	DEFENSE CURL	NRM	-	-	40	●
41	THUNDERPUNCH	ELC	75	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
48	FIRE PUNCH	FIR	75	100	15	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	NRM	80	100	15	●

# #240 MAGBY

Height: 2'4"  
Weight: 47 lbs

TYPE: FIRE

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



# #126 MAGMAR

MAGBY LEVEL 30 ▶ MAGMAR

Height: 4'3"  
Weight: 98 lbs

TYPE: FIRE

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#240	#126
EMBER	FIR	40	100	25	-	-
LEER	NRM	-	100	30	7	7
SMOG	PSN	20	70	20	13	13
FIRE PUNCH	FIR	75	100	15	19	19
SMOKESCREEN	NRM	-	100	20	25	25
SUNNY DAY	FIR	-	-	5	31	33
FLAMETHROWER	FIR	95	100	15	37	41
CONFUSE RAY	GHO	-	100	10	43	49
FIRE BLAST	FIR	120	85	5	49	57

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#240	#126
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●



# #238 SMOOCHUM

Height: 1'4"  
Weight: 13 lbs

TYPE: ICE/PSYCHIC

SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ATTACK	DEFENSE
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

# #124 JYNX

Height: 4'7"  
Weight: 90 lbs

SMOOCHUM LEVEL 30 ▶ JYNX  
TYPE: ICE/PSYCHIC

SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ATTACK	DEFENSE
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#238	#124
POUND	NRM	40	100	35	-	-
LICK	GHO	20	100	30	-	-
SWEET KISS	NRM	-	75	10	9	-
LOVELY KISS	NRM	-	75	10	-	9
POWDER SNOW	ICE	40	100	25	13	13
CONFUSION	PSY	50	100	25	21	-
DOUBLES LAP	NRM	15	85	10	-	21
SING	NRM	-	55	15	25	-
ICE PUNCH	ICE	75	100	15	-	25
MEAN LOOK	NRM	-	100	5	33	35
PSYCHIC	PSY	90	100	10	37	-
BODY SLAM	NRM	85	100	15	-	41
PERISH SONG	NRM	-	-	5	45	51
BLIZZARD	ICE	120	70	5	49	57

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#238	#124
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
12	SWEET SCENT	NRM	-	100	20	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
42	DREAM EATER	PSY	100	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
50	NIGHTMARE	GHO	-	100	15	●	●

# #239 ELEKID

Height: 2'0"  
Weight: 52 lbs

TYPE: ELECTRIC

SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ATTACK	DEFENSE
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

# #125 ELECTABUZZ

Height: 3'7"  
Weight: 66 lbs

TYPE: ELECTRIC

SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ATTACK	DEFENSE
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#239	#125
QUICK ATTACK	NRM	40	100	30	-	-
LEER	NRM	-	100	30	-	-
THUNDERPUNCH	ELC	75	100	15	9	9
LIGHT SCREEN	PSY	-	-	30	17	17
SWIFT	NRM	60	-	20	25	25
SCREECH	NRM	-	85	40	33	36
THUNDERBOLT	ELC	95	100	15	41	47
THUNDER	ELC	120	70	10	49	58

## TM & HM ABILITIES

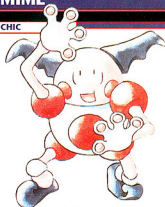
#	ATTACK	TYPE	BA	AC	PP	#239	#125
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	85	10	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●
H5	FLASH	NRM	-	70	20	●	●

#122

# MR. MIME

TYPE: PSYCHIC

Height: 4'3"  
Weight: 110 lbs.



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
●●●●	●●●●	●●●●	●●●●	●●●●	●●●●

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#122
BARRIER	PSY	-	-	30	-
CONFUSION	PSY	50	100	25	6
SUBSTITUTE	NRM	-	-	10	11
MEDITATE	PSY	-	-	40	16
DOUBLES LAP	NRM	15	85	10	21
LIGHT SCREEN	PSY	-	-	30	26
REFLECT	PSY	-	-	20	26
ENCORE	NRM	-	100	5	31
PSYBEAM	PSY	65	100	20	36
BATON PASS	NRM	-	-	40	41
SAFEGUARD	NRM	-	-	25	46

## TM & HM ABILITIES

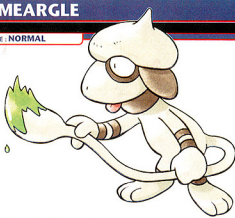
#	ATTACK	TYPE	BA	AC	PP	#122
01	DYNAMIC PUNCH	FTG	100	50	5	●
02	HEAD BUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
22	SOLAR BEAM	GRS	120	100	10	●
25	THUNDER	ELC	120	70	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
41	THUNDERPUNCH	ELC	75	100	15	●
42	DREAM EATER	PSY	100	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
48	FIRE PUNCH	FIR	75	100	15	●
50	NIGHTMARE	GHO	-	100	15	●
HS	FLASH	NRM	-	70	20	●

#235

# SMEARGLE

TYPE: NORMAL

Height: 3'7"  
Weight: 128 lbs.



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
●●●●	●●●●	●●●●	●●●●	●●●●	●●●●

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#235
SKETCH	NRM	-	-	1	-
SKETCH	NRM	-	-	1	11
SKETCH	NRM	-	-	1	21
SKETCH	NRM	-	-	1	31
SKETCH	NRM	-	-	1	41
SKETCH	NRM	-	-	1	51
SKETCH	NRM	-	-	1	61
SKETCH	NRM	-	-	1	71
SKETCH	NRM	-	-	1	81
SKETCH	NRM	-	-	1	91

## TM & HM ABILITIES

NONE



## PROF. ELM'S MEMO

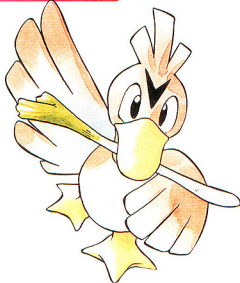
### Smeargle's Sketch

Recent breakthroughs in Smeargle research show that it learns one attack, Sketch, which allows it to copy any Pokémon move from another Pokémon. It's not easy to teach the creature moves—patience is required. Moves learned during a Game Link battle will be forgotten after the battle is over, so if you want Smeargle to remember a move, teach it during an in-game battle. If you have two Game Paks and two Game Boy Colors, you can put a Pokémon with a move you want to copy as the only member of one Pak's party (preferably with just the one move as well), then Mystery Gift with the Pak that has Smeargle. Next, head to the Trainer House with Smeargle to battle—you will battle the Pokémon that has the move you want. Use Sketch to copy the move. Smeargle will learn Sketch several times as it gains levels, which means you can copy moves several more times until you have a very powerful Pokémon—so powerful, it may be banned in some competitions.



## #83 FARFETCH'D

TYPE: NORMAL/FLYING

Height: 2'7"  
Weight: 38 lbs

SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#83
PECK	FLY	35	100	35	-
SAND-ATTACK	GRD	-	100	15	7
LEER	NRM	-	100	30	13
FURY ATTACK	NRM	15	85	20	19
SWORDS DANCE	NRM	-	-	30	25
AGILITY	PSY	-	-	30	31
SLASH	NRM	70	100	20	37
FALSE SWIPE	NRM	40	100	40	44

## TM &amp; HM ABILITIES

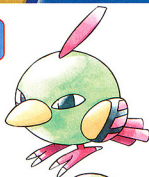
#	ATTACK	TYPE	BA	AC	PP	#83
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
27	RETURN	NRM	-	100	20	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
47	STEEL WING	STL	70	90	25	●
H1	CUT	NRM	50	95	30	●
H2	FLY	FLY	70	95	15	●

## #177 NATU

TYPE: PSYCHIC/FLYING

Height: 0'8"  
Weight: 4 lbs

SPECIAL ATTACK	SPECIAL DEFENSE	HIT POINTS	SPEED	ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



## #178 XATU

TYPE: PSYCHIC/FLYING

Height: 4'11"  
Weight: 33 lbs

SPECIAL ATTACK	SPECIAL DEFENSE	HIT POINTS	SPEED	ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#177	#178
PECK	FLY	35	100	35	-	-
LEER	NRM	-	100	30	-	-
NIGHT SHADE	GHO	-	100	15	10	10
TELEPORT	PSY	-	-	20	20	20
FUTURE SIGHT	PSY	80	90	15	30	35
CONFUSE RAY	GHO	-	100	10	40	50
PSYCHIC	PSY	90	100	10	50	65

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#177	#178
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
42	DREAM EATER	PSY	100	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
50	NIGHTMARE	GHO	-	100	15	●	●
H2	FLY	FLY	70	95	15	●	●
H5	FLASH	NRM	-	70	20	●	●

# #211 QWILFISH

Height: 1'8"  
Weight: 9 lbs

TYPE: WATER/POISON



SPECIAL ATTACK: [ ] [ ] [ ] SPECIAL DEFENSE: [ ] [ ] [ ]  
HIT POINTS: [ ] [ ] [ ] SPEED: [ ] [ ] [ ]  
ATTACK: [ ] [ ] [ ] DEFENSE: [ ] [ ] [ ]

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#211
TACKLE	NRM	35	95	35	-
POISON STING	PSN	15	100	35	-
HARDEN	NRM	-	-	30	10
MINIMIZE	NRM	-	-	20	10
WATER GUN	WTR	40	100	25	19
PIN MISSILE	BUG	14	85	20	28
TAKE DOWN	NRM	90	85	20	37
HYDRO PUMP	WTR	120	80	5	46

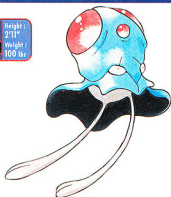
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#211
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
10	HIDDEN POWER	NRM	-	100	15	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	20	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
36	SLUDGE BOMB	PSN	90	100	10	●
39	SWIFT	NRM	60	-	20	●
40	DEFENSE CURL	NRM	-	-	40	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
H3	SURF	WTR	95	100	15	●
H6	WHIRLPOOL	WTR	15	70	15	●
H7	WATERFALL	WTR	80	100	15	●

# #72 TENTACOO

Height: 2'11"  
Weight: 100 lbs

TYPE: WATER/POISON

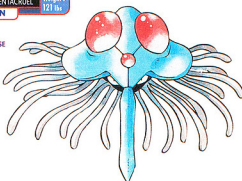


SPECIAL ATTACK: [ ] [ ] [ ] SPECIAL DEFENSE: [ ] [ ] [ ]  
HIT POINTS: [ ] [ ] [ ] SPEED: [ ] [ ] [ ]  
ATTACK: [ ] [ ] [ ] DEFENSE: [ ] [ ] [ ]

# #73 TENTACRUEL

Height: 5'3"  
Weight: 121 lbs

TYPE: WATER/POISON



SPECIAL ATTACK: [ ] [ ] [ ] SPECIAL DEFENSE: [ ] [ ] [ ]  
HIT POINTS: [ ] [ ] [ ] SPEED: [ ] [ ] [ ]  
ATTACK: [ ] [ ] [ ] DEFENSE: [ ] [ ] [ ]

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#72	#73
POISON STING	PSN	15	100	35	-	-
SUPERSONIC	NRM	-	55	20	6	6
CONSTRUCT	NRM	10	100	35	12	12
ACID	PSN	40	100	30	19	19
BUBBLEBEAM	WTR	65	100	20	25	25
WRAP	NRM	15	85	20	30	30
BARRIER	PSY	-	-	30	36	36
SCREECH	NRM	-	85	40	43	47
HYDRO PUMP	WTR	120	80	5	49	55

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#72	#73
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H1	CUT	NRM	50	95	30	●	●
H3	SURF	WTR	95	100	15	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●

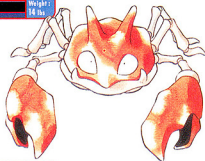


# #98 KRABBY

TYPE: WATER

Height: 1'4"  
Weight: 14 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ATTACK	DEFENSE
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

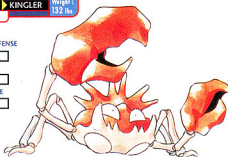


# #99 KINGLER

KRABBY LEVEL 28 → KINGLER  
TYPE: WATER

Height: 4'2"  
Weight: 132 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ATTACK	DEFENSE
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#98	#99
BUBBLE	WTR	20	100	30	-	-
LEER	NRM	-	100	30	5	5
VICIGRIP	NRM	66	100	30	12	12
HARDEN	NRM	-	-	30	16	16
STOMP	NRM	65	100	20	23	23
GUILLotine	NRM	-	30	5	27	27
PROTECT	NRM	-	-	10	34	38
CRABHAMMER	WTR	90	85	10	41	49

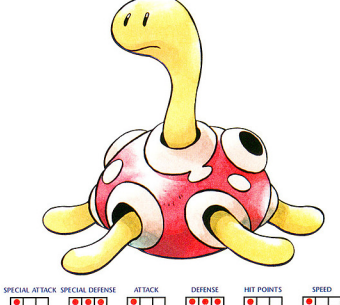
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#98	#99
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
H1	CUT	NRM	50	95	30	●	●
H3	SURF	WTR	95	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●

# #213 SHUCKLE

TYPE: BUG/ROCK

Height: 2'0"  
Weight: 45 lbs



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#213
CONSTRUCT	NRM	10	100	35	-
WITHDRAW	WTR	-	-	40	-
WRAP	NRM	15	85	20	9
ENCORE	NRM	-	100	5	14
SAFEGUARD	NRM	-	-	25	23
BIDE	NRM	-	100	10	28
REST	PSY	-	-	10	37

## TM & HM ABILITIES

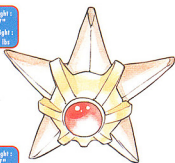
#	ATTACK	TYPE	BA	AC	PP	#213
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
28	DIG	GRD	60	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
36	SLUDGE BOMB	PSN	90	100	10	●
37	SANDSTORM	RCK	-	-	10	●
40	DEFENSE CURL	NRM	-	-	40	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
H4	STRENGTH	NRM	80	100	15	●
H5	FLASH	NRM	-	70	20	●

# #120 STARYU

TYPE: WATER

Height: 2'7"  
Weight: 76 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
<input checked="" type="checkbox"/> HIT POINTS	<input checked="" type="checkbox"/> SPEED
<input checked="" type="checkbox"/> ATTACK	<input checked="" type="checkbox"/> DEFENSE

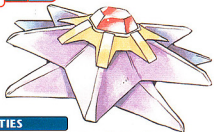


# #121 STARMIE

STARYU Water Stone STARMIE  
TYPE: WATER/PSYCHIC

Height: 3'7"  
Weight: 176 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
<input checked="" type="checkbox"/> HIT POINTS	<input checked="" type="checkbox"/> SPEED
<input checked="" type="checkbox"/> ATTACK	<input checked="" type="checkbox"/> DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#120	#121
TACKLE	NRM	35	95	35	-	-
HARDEN	NRM	-	-	30	2	-
WATER GUN	WTR	40	100	25	7	-
RAPID SPIN	NRM	20	100	40	13	-
RECOVER	NRM	-	-	20	19	-
SWIFT	NRM	60	-	20	25	-
BUBBLEBEAM	WTR	65	100	20	31	-
MINIMIZE	NRM	-	-	20	37	-
CONFUSE RAY	GHO	-	100	10	-	37
LIGHT SCREEN	PSY	-	-	30	43	-
HYDRO PUMP	WTR	120	80	5	50	-

## TM & HM ABILITIES

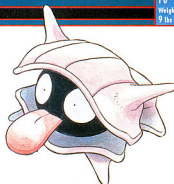
#	ATTACK	TYPE	BA	AC	PP	#120	#121
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
42	DREAM EATER	PSY	100	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
50	NIGHTMARE	GHO	-	100	15	●	●
H3	SURF	WTR	95	100	15	●	●
H5	FLASH	NRM	-	70	20	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●
H7	WATERFALL	WTR	80	100	15	●	●

# #90 SHELLDER

TYPE: WATER

Height: 1'0"  
Weight: 9 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
<input checked="" type="checkbox"/> HIT POINTS	<input checked="" type="checkbox"/> SPEED
<input checked="" type="checkbox"/> ATTACK	<input checked="" type="checkbox"/> DEFENSE



# #91 CLOYSTER

SHELLDER Water Stone CLOYSTER  
TYPE: WATER/ICE

Height: 4'11"  
Weight: 292 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
<input checked="" type="checkbox"/> HIT POINTS	<input checked="" type="checkbox"/> SPEED
<input checked="" type="checkbox"/> ATTACK	<input checked="" type="checkbox"/> DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#90	#91
TACKLE	NRM	35	95	35	-	-
WITHDRAW	WTR	-	-	40	-	-
SUPERSORC	NRM	-	55	20	9	-
AURORA BEAM	ICE	65	100	20	17	-
PROTECT	NRM	-	-	10	25	-
LEER	NRM	-	100	30	33	-
CLAMP	WTR	35	75	10	41	-
SPIKE CANNON	NRM	20	100	15	-	41
ICE BEAM	ICE	95	100	10	49	-

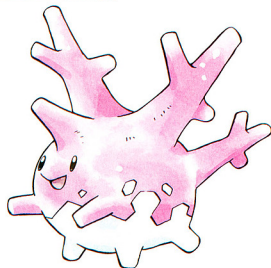
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#90	#91
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H3	SURF	WTR	95	100	15	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●

#222

## CORSOLA

TYPE: WATER/ROCK

Height:  
2'0"  
Weight:  
11 lbs

SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
● ● ●	● ● ●	● ● ●	● ● ●	● ● ●	● ● ●

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#222
TACKLE	NRM	35	95	35	-
HARDEN	NRM	-	-	30	7
BUBBLE	WTR	20	100	30	13
RECOVER	NRM	-	-	20	19
BUBBLEBEAM	WTR	65	100	20	25
SPIKE CANNON	NRM	20	100	15	31
MIRROR COAT	PSY	-	100	20	37
ANCIENT POWER	RCK	60	100	5	43

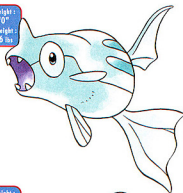
## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#222
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
40	DEFENSE CURL	NRM	-	-	40	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	NRM	80	100	15	●
H6	WHIRLPOOL	WTR	15	70	15	●

#223

## REMORAID

TYPE: WATER

Height:  
2'0"  
Weight:  
20 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ● ●	● ● ●
HIT POINTS	SPEED
● ● ●	● ● ●
ATTACK	DEFENSE
● ● ●	● ● ●

#224

## OCTILLERY

TYPE: WATER

Height:  
2'11"  
Weight:  
63 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ● ●	● ● ●
HIT POINTS	SPEED
● ● ●	● ● ●
ATTACK	DEFENSE
● ● ●	● ● ●

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#223	#224
WATER GUN	WTR	40	100	25	-	-
LOCK-ON	NRM	-	100	5	11	-
CONSTRUCT	NRM	10	100	35	-	11
PSYBEAM	PSY	65	100	20	22	22
AURORA BEAM	ICE	65	100	20	22	22
BUBBLEBEAM	WTR	65	100	20	22	22
OCTAZOOKA	WTR	65	85	10	-	25
FOCUS ENERGY	NRM	-	-	30	33	38
ICE BEAM	ICE	95	100	10	44	54
HYPER BEAM	NRM	150	90	5	55	70

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#223	#224
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
H3	SURF	WTR	95	100	15	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●

# #170 CHINCHOU

TYPE: WATER/ELECTRIC

Height: 1'8"  
Weight: 26 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



# #171 LANTURN

CHINCHOU LEVEL 27 LANTURN  
TYPE: WATER/ELECTRIC

Height: 3'11"  
Weight: 59 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#170	#171
BUBBLE	WTR	20	100	30	-	-
THUNDER WAVE	ELC	-	100	20	-	-
SUPERSONIC	NRM	-	55	20	5	5
FLAIL	NRM	-	100	15	13	13
WATER GUN	WTR	40	100	25	17	17
SPARK	ELC	65	100	20	25	25
CONFUSE RAY	GHO	-	100	10	29	33
TAKE DOWN	NRM	90	85	20	37	45
HYDRO PUMP	WTR	120	80	5	41	53

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#170	#171
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H3	SURF	WTR	95	100	15	●	●
H5	FLASH	NRM	-	70	20	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●
H7	WATERFALL	WTR	80	100	15	●	●



## PROF. ELM'S MEMO

### Rare Pokémon

While it's true that many Pokémon are quite common, several Pokémon are very rare in Gold and Silver and you should take extreme caution when trying to capture them. If you can, save your game before you try to capture some of the rare creatures. You can choose to take Chikorita, Cyndaquil or Totodile from me. If you have friends who have chosen different creatures, however, you can ask them to hatch the creatures that you didn't pick for you at the Daycare Center.

Chikorita, Cyndaquil and Totodile are very rare Pokémon. Once you choose one from my lab at the beginning of the game, you won't be able to choose either of the other two.



#152 CHIKORITA



#155 CYNDAQUIL



#158 TOTODILE



#250 HO-OH

The one-of-a-kind Legendary Bird, Ho-oh, can be caught at the top of Tin Tower—but if you accidentally make it faint, you won't get another chance. Take many Poké Balls with you when you try to capture the creature.



#249 LUGIA

Lugia is also a Legendary Bird, and it's as rare as Ho-oh. If you're playing Silver, you'll be able to capture Lugia first. If you're playing Gold, Ho-oh will appear first. The second Legendary Bird you try to capture will be very tough.



#133 EEEVEE

Eevee can be found in two places: Bill's house and Golden City's Game Corner. You'll probably want more than one Eevee so you can raise several of the different Eevee evolutions. Try raising a few more at the Daycare Center.



#142 AERODACTYL

There is only one Aerodactyl in Gold and Silver, and it's found in the hands of a Trainer on Route 14. Take a Chansey with you to Route 14, or catch one nearby, and be prepared to trade it to the Trainer for her Aerodactyl.



#143 SNORLAX

Before you wake the sleeping Snorlax near Vermilion City, you should save your game. If you accidentally knock out the Snorlax, start over—it's the only one in the game.



#86

## SEEL

TYPE: WATER

Height:  
3'7"  
Weight:  
198 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

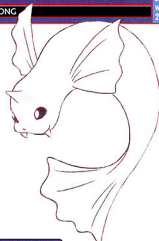


#87

## DEWGONG

SEEL LEVEL 34 ▶ DEWGONG  
TYPE: WATER/ICEHeight:  
5'7"  
Weight:  
265 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#86	#87
HEADBUTT	NRM	70	100	15	-	-
GROWL	NRM	-	100	40	5	5
AURORA BEAM	ICE	65	100	20	16	16
REST	PSY	-	-	10	21	21
TAKE DOWN	NRM	90	85	20	32	32
ICE BEAM	ICE	95	100	10	37	43
SAFEGUARD	NRM	-	-	25	48	60

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#86	#87
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H3	SURF	WTR	95	100	15	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●
H7	WATERFALL	WTR	80	100	15	●	●



## PROF. ELM'S MEMO

## More Rare Pokémon

Some Pokémon are difficult to catch in addition to being rare. The three unsightly creatures, Raikou, Entei, and Suicune, will run away from you the first time you encounter them in the Burned Tower and every time you see them thereafter. To capture the elusive beasts, keep Pokémon that can use Mean Look or Spider Web at the head of your party so you can trap the creatures before they run away. You may also be able to capture the three with a Fast Ball, and, of course, a Master Ball will always do the trick. Try using Max Repel or Super Repel in an area where few Pokémon reside—one of the three just might appear.



Wild RAIKOU appeared!



#243 RAIKOU



#244 ENTEI



#245 SUICUNE



#175 TOGEPI

Keep the Mystery Egg you receive from my assistant in your party—it will hatch into the only Togepi in the game. If you'd like to create more Togepi, leave the Pokémon at the Daycare near Goldenrod City.



#236 TYROGUE

If you can find and defeat the Karate King inside Mt. Mortar, he will reward you with one of the rarest Pokémon in Gold and Silver—Tyrogue, the pre-evolved form of Hitmonlee, Hitmonlee and Hitmontop.



#185 SUDOWOODO

The weird tree that blocks your path to Route 36 is the only Sudowoodo in the game. The Rock-type creature is not a tree at all, and Water-type attacks are very effective on it. If it faints, your only chance to catch it will be lost.



#137 PORYGON

If you're very good at games of chance or have lots of spare money to change into coins, you can pick up a Porygon in the Caladon City Game Corner. The rare creature will set you back 8,999 coins, so start saving up!

# #108 LICKITUNG

TYPE: NORMAL

Height: 3'11"  
Weight: 144 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#108
LICK	GHO	20	100	30	-
SUPERSONIC	NRM	-	55	20	7
DEFENSE CURL	NRM	-	-	40	13
STOMP	NRM	65	100	20	19
WRAP	NRM	15	85	20	25
DISABLE	NRM	-	55	20	31
SLAM	NRM	80	75	20	37
SCREECH	NRM	-	85	40	43

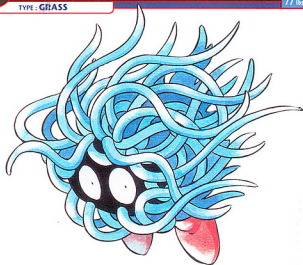
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#108
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SHORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	160	75	15	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
40	DEFENSE CURL	NRM	-	-	40	●
41	THUNDERPUNCH	ELC	75	100	15	●
42	DREAM EATER	PSY	100	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
48	FIRE PUNCH	FIR	75	100	15	●
50	NIGHTMARE	GHO	-	100	15	●
H1	CUT	NRM	50	95	30	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	NRM	80	100	15	●

# #114 TANGELA

TYPE: GRASS

Height: 3'3"  
Weight: 77 lbs



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
●●●	●●	●●●	●●●	●●●	●●●

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#114
CONSTRUCT	NRM	10	100	35	-
SLEEP POWDER	GRS	-	75	15	4
ABSORB	GRS	20	100	20	10
POISONPOWDER	PSN	-	75	35	13
VINE WHIP	GRS	35	100	10	19
BIND	NRM	15	75	20	25
MEGA DRAIN	GRS	40	100	10	31
STUN SPORE	GRS	-	75	30	34
SLAM	NRM	80	75	20	40
GROWTH	NRM	-	-	40	46

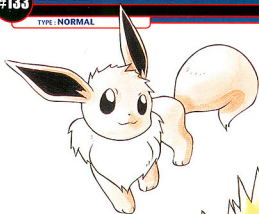
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#114
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	85	10	●
06	TOXIC	PSN	-	85	10	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
12	SWEET SCENT	NRM	-	100	20	●
13	SHORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
19	GIGA DRAIN	GRS	60	100	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
22	SOLARBEAM	GRS	120	100	10	●
27	RETURN	NRM	-	100	20	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
36	SLUDGE BOMB	PSN	-	-	10	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
H1	CUT	NRM	50	95	30	●
H5	FLASH	NRM	-	70	20	●

# #133 EEEVEE

TYPE: NORMAL

Height: 1'0"  
Weight: 14 lbs



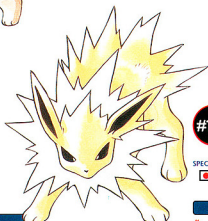
SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS

ATTACK

SPEED

DEFENSE



# #134 VAPOREON

EEVEE Water Stone → VAPOREON

TYPE: WATER

Height: 3'3"  
Weight: 64 lbs



SPECIAL ATTACK

SPECIAL DEFENSE

HIT POINTS

SPEED

ATTACK

DEFENSE

# #135 JOLTEON

EEVEE Thunder Stone → JOLTEON

TYPE: ELECTRIC

Height: 2'7"  
Weight: 54 lbs

SPECIAL ATTACK

SPECIAL DEFENSE

ATTACK

DEFENSE

HIT POINTS

SPEED

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#133	#134	#135	#136	#196	#197
TACKLE	NRM	35	95	35	-	-	-	-	-	-
TAIL WHIP	NRM	-	100	30	-	-	-	-	-	-
SAND-ATTACK	GRD	-	100	15	8	8	8	8	8	8
GROWL	NRM	-	100	40	16	-	-	-	-	-
WATER GUN	WTR	40	100	25	-	16	-	-	-	-
THUNDERSHOCK	ELC	40	100	30	-	-	16	-	-	-
EMBER	FIR	40	100	25	-	-	-	16	-	-
CONFUSION	PSY	50	100	25	-	-	-	-	16	-
PURSUIT	DRK	40	100	20	-	-	-	-	-	16
QUICK ATTACK	NRM	40	100	30	23	23	23	23	23	23
BITE	DRK	60	100	25	30	30	30	30	-	-
DOUBLE KICK	FTG	30	100	30	-	-	30	-	-	-
SWIFT	NRM	60	-	20	-	-	-	-	30	-
CONFUSE RAY	GHO	-	100	5	-	-	-	-	-	30
FOCUS ENERGY	NRM	-	-	30	36	-	-	-	-	-
AURORA BEAM	ICE	65	100	20	-	36	-	-	-	-
PIN MISSILE	BUG	14	85	20	-	-	36	-	-	-
FIRE SPIN	FIR	15	70	15	-	-	-	36	-	-
PSYBEAM	PSY	65	100	20	-	-	-	-	36	-
FAINT ATTACK	DRK	60	-	20	-	-	-	-	-	36
TAKE DOWN	NRM	90	85	20	42	-	-	-	-	-
HAZE	ICE	-	-	30	-	42	-	-	-	-
THUNDER WAVE	ELC	-	100	20	-	-	42	-	-	-
SMOG	PSN	20	70	20	-	-	-	42	-	-
PSYCH UP	NRM	-	-	10	-	-	-	-	42	-
MEAN LOOK	NRM	-	100	5	-	-	-	-	-	42
ACID ARMOR	PSN	-	-	40	-	47	-	-	-	-
AGILITY	PSY	-	-	30	-	-	47	-	-	-
LEER	NRM	-	100	30	-	-	-	47	-	-
PSYCHIC	PSY	90	100	10	-	-	-	-	47	-
SCREECH	NRM	-	85	40	-	-	-	-	-	47
HYDRO PUMP	WTR	120	80	5	-	52	-	-	-	-
THUNDER	ELC	120	70	10	-	-	52	-	-	-
FLAMETHROWER	FIR	95	100	15	-	-	-	52	-	-
MORNING SUN	NRM	-	-	5	-	-	-	-	52	-
MOON LIGHT	NRM	-	-	5	-	-	-	-	-	52

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#133	#134	#135	#136	#196	#197
02	HEADBUTT	NRM	70	100	15	●	●	●	●	●	●
03	CURSE	???	-	-	10	●	●	●	●	●	●
05	ROAR	NRM	-	100	20	●	●	●	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●	●	●	●
09	PSYCH UP	NRM	-	-	10	●	●	●	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●	●	●	●
13	SNORE	NRM	40	100	15	●	●	●	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●	●	●	●
16	ICY WIND	ICE	55	95	15	●	●	●	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●	●	●	●
20	ENDURE	NRM	-	100	20	●	●	●	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●	●	●	●
25	THUNDER	ELC	120	70	10	●	●	●	●	●	●
27	RETURN	NRM	-	100	20	●	●	●	●	●	●
29	PSYCHIC	PSY	90	100	10	●	●	●	●	●	●
30	SHADOW BALL	GHO	80	100	15	●	●	●	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●	●	●	●
38	FIRE BLAST	FIR	120	85	5	●	●	●	●	●	●
39	SWIFT	NRM	60	-	20	●	●	●	●	●	●
42	DREAM EATER	PSY	-	-	10	●	●	●	●	●	●
43	DETECT	FTG	-	-	5	●	●	●	●	●	●
44	REST	PSY	-	-	10	●	●	●	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●	●	●	●
50	NIGHTMARE	GHO	-	100	15	●	●	●	●	●	●
H1	CUT	NRM	50	95	30	●	●	●	●	●	●
H3	SURF	WTR	95	100	15	●	●	●	●	●	●
H5	FLASH	NRM	-	70	20	●	●	●	●	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●	●	●	●	●
H7	WATERFALL	WTR	80	100	15	●	●	●	●	●	●

# #136 FLAREON

EEVEE Fire Stone → FLAREON

TYPE: FIRE

Height:  
2'11"

Weight:  
35 lbs.

SPECIAL ATTACK SPECIAL DEFENSE



HIT POINTS



SPEED



ATTACK



DEFENSE



# #196 ESPEON

EEVEE Friendship → ESPEON

TYPE: PSYCHIC

Height:  
2'11"

Weight:  
58 lbs.

SPECIAL ATTACK SPECIAL DEFENSE



ATTACK



DEFENSE



HIT POINTS



SPEED



# #197 UMBREON

EEVEE Friendship → UMBREON

TYPE: DARK

Height:  
3'3"

Weight:  
60 lbs.

SPECIAL ATTACK SPECIAL DEFENSE



HIT POINTS



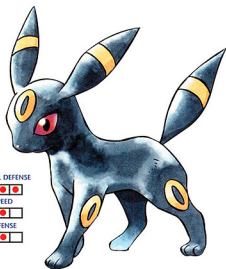
SPEED



ATTACK



DEFENSE



## PROF. ELM'S MEMO

### Powerful Items

Some of the most fascinating additions to Gold and Silver are the items that Pokémon can carry. Items can result in some sort of benefit for the Pokémon or its Trainer. The items listed here and in the chart on page 68 have very special enhancing effects that can result in stronger attacks, improved abilities, shared experience and even evolution! Study each item's description to understand the best way to use it.

ITEM	MIRACLE SEED
MOVE	CUT
PP	30/30
POISONPOWDER	PP 30/30
RAZOR LEAF	PP 30/30
SYNTHESIS	PP 30/30

### Attack-Enhancing Items

PINK BOW	Increases the power of Normal-type attacks
POLKADOT BOW	Increases the power of Normal-type attacks
BLACK BELT	Increases the power of Fighting-type attacks
POISON BARB	Increases the power of Poison-type attacks
SOFT SAND	Increases the power of Ground-type attacks
SHARP BEAK	Increases the power of Flying-type attacks
SILVER POWDER	Increases the power of Bug-type attacks
HARD STONE	Increases the power of Rock-type attacks
SPELL TAG	Increases the power of Ghost-type attacks
METAL COAT	Increases the power of Steel-type attacks
CHARCOAL	Increases the power of Fire-type attacks
MYSTIC WATER	Increases the power of Water-type attacks
MAGNET	Increases the power of Electric-type attacks
MIRACLE SEED	Increases the power of Grass-type attacks
NEVERMELT ICE	Increases the power of Ice-type attacks
TWISTED SPOON	Increases the power of Psychic-type attacks
DRAGON FANG	Increases the power of Dragon-type attacks
BLACK GLASSES	Increases the power of Dark-type attacks

### Ability-Enhancing or Specific Items

BERSERK GENE	Raises attack power by two levels
BRIGHT POWDER	Lowest opponent's accuracy
SCOPE LENS	Raises chance of getting a Critical Hit
THICK CLUB	Increases Cubone or Marowak's physical attack
METAL POWDER	Increases Ditto's defense
LIGHT BALL	Doubles Pikachu's special attack
STICK	Increases Farfetch'd's attack
LUCKY PUNCH	Raises chance of getting a Critical Hit



# #116 HORSEA

TYPE: WATER

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

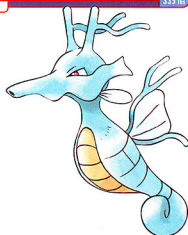


Height: 1'4"  
Weight: 18 lbs

# #230 KINGDRA

SEADRA TRADE+Dragon Scale ▶ KINGDRA  
TYPE: WATER/DRAGON

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

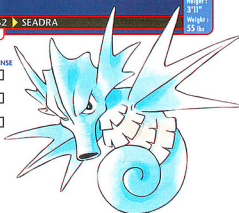


Height: 5'11"  
Weight: 335 lbs

# #117 SEADRA

HORSEA LEVEL 32 ▶ SEADRA  
TYPE: WATER

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



Height: 3'11"  
Weight: 55 lbs

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#116	#117	#230
BUBBLE	WTR	20	100	30	-	-	-
SMOKESCREEN	NRM	-	100	20	8	8	8
LEER	NRM	-	100	30	15	15	15
WATER GUN	WTR	40	100	25	22	22	22
TWISTER	DRG	40	100	20	29	29	29
AGILITY	PSY	-	-	30	36	40	40
HYDRO PUMP	WTR	120	80	5	43	51	51

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#116	#117	#230
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
16	ICE WIND	ICE	55	95	15	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
24	DRAGONBREATH	DRG	60	100	20	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
39	SWIFT	NRM	60	-	20	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
H3	SURF	WTR	95	100	15	●	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●	●
H7	WATERFALL	WTR	80	100	15	●	●	●

## PROF. ELM'S MEMO

### Unusual Items

### Specialty Items

**CLEANSE TAG** Keeps low-level Pokémon from attacking in the wild

**QUICK CLAW** Raises your chances of attacking first

**KING'S ROCK** May make your opponent retreat

**LEFTOVERS** Gradually restores HP during battle

**FOCUS BAND** May prevent Pokémon from fainting

**LUCKY EGG** Raises number of experience points earned

**EXP. SHARE** Gives a Pokémon half of all experience points won

**AMULET COIN** Doubles the money won after a battle



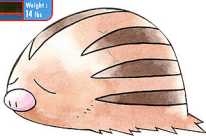


## #220 SWINUB

Height: 1'4"  
Weight: 14 lbs

TYPE: ICE/GROUND

SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>



## #221 PILOSWINE

Height: 3'7"  
Weight: 123 lbs

SWINUB LEVEL 33 PILOSWINE  
TYPE: ICE/GROUND

SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#220	#221
TACKLE	NRM	35	95	35	-	-
HORN ATTACK	NRM	65	100	25	-	-
POWDER SNOW	ICE	40	100	25	10	10
ENDURE	NRM	-	-	10	19	19
TAKE DOWN	NRM	90	85	20	28	28
FURY ATTACK	NRM	15	85	20	-	33
MIST	ICE	-	-	30	37	42
BLIZZARD	ICE	120	70	5	46	56

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#220	#221
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●

## #216 TEDDIURSA

Height: 1'4"  
Weight: 19 lbs

TYPE: NORMAL

SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>

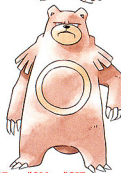


## #217 URSARING

Height: 5'11"  
Weight: 277 lbs

TYPE: NORMAL

SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#216	#217
SCRATCH	NRM	40	100	35	-	-
LEER	NRM	-	100	30	-	-
LICK	GHO	20	100	30	8	8
FURY SWIPES	NRM	18	80	15	15	15
FAINT ATTACK	DRK	60	-	20	22	22
REST	PSY	-	-	10	29	29
SLASH	NRM	70	100	20	36	39
SNORE	NRM	40	100	15	43	49
THRASH	NRM	90	100	20	50	59

### TM & HM ABILITIES

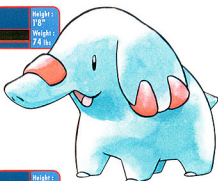
#	ATTACK	TYPE	BA	AC	PP	#216	#217
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
H1	CUT	NRM	50	95	30	●	●
H4	STRENGTH	NRM	80	100	15	●	●

## #231 PHANPY

TYPE: GROUND

Height: 1'8"  
Weight: 74 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

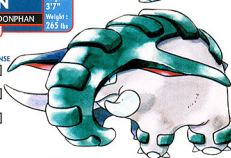


## #232 DONPHAN

PHANPY LEVEL 25 → DONPHAN  
TYPE: GROUND

Height: 3'7"  
Weight: 265 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#231	#232
TACKLE	NRM	35	95	35	-	-
HORN ATTACK	NRM	65	100	25	-	-
GROWL	NRM	-	100	40	-	-
DEFENSE CURL	NRM	-	-	40	9	9
FLAIL	NRM	-	100	15	17	17
TAKE DOWN	NRM	90	85	20	25	-
FURY ATTACK	NRM	15	85	20	-	25
ROLLOUT	RCK	30	90	20	33	33
ENDURE	NRM	-	-	10	41	-
RAPID SPIN	NRM	20	100	40	-	41
DOUBLE-EDGE	NRM	120	100	15	49	-
EARTHQUAKE	GRD	100	100	10	-	49

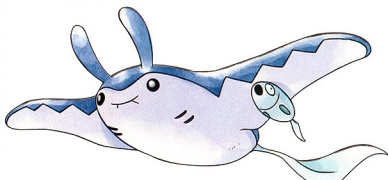
### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#231	#232
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●

## #226 MANTINE

TYPE: WATER/FLYING

Height: 6'11"  
Weight: 185 lbs



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#226
TACKLE	NRM	35	95	35	-
BUBBLE	WTR	20	100	30	-
SUPERSONIC	NRM	-	55	20	10
BUBBLEBEAM	WTR	65	100	20	18
TAKE DOWN	NRM	90	85	20	25
AGILITY	PSY	-	-	30	32
WING ATTACK	FLY	60	100	35	40
CONFUSE RAY	GHO	-	100	10	49

### TM & HM ABILITIES

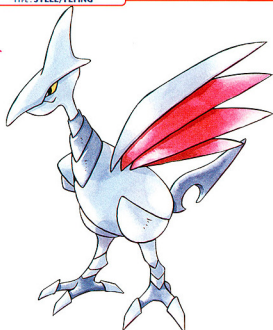
#	ATTACK	TYPE	BA	AC	PP	#226
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
10	HIDDEN POWER	NRM	-	100	15	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	20	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	20	100	10	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
H3	SURF	WTR	95	100	15	●
H6	WHIRLPOOL	WTR	15	70	15	●
H7	WATERFALL	WTR	80	100	15	●



# #227 SKARMORY

TYPE: STEEL/FLYING

Height: 5'7"  
Weight: 111 lbs



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
● ● ●	● ● ●	● ● ●	● ● ●	● ● ●	● ● ●

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#227
LEER	NRM	-	100	30	-
PECK	FLY	35	100	35	-
SAND-ATTACK	GRD	-	100	15	13
SWIFT	NRM	60	-	20	19
AGILITY	PSY	-	-	30	25
FURY ATTACK	NRM	15	85	20	37
STEEL WING	STL	70	90	25	49

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#227
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	20	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
47	STEEL WING	STL	70	90	25	●
H1	CUT	NRM	50	95	30	●
H2	FLY	FLY	70	95	15	●

# #84 DODUO

TYPE: NORMAL/FLYING

Height: 4'7"  
Weight: 88 lbs

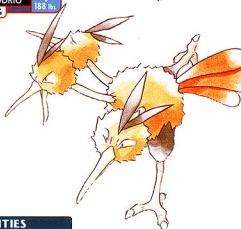


SPECIAL ATTACK	SPECIAL DEFENSE
● ● ●	● ● ●
HIT POINTS	SPEED
● ● ●	● ● ●
ATTACK	DEFENSE
● ● ●	● ● ●

# #85 DODRIO

DODUO LEVEL 31 DODRIO  
TYPE: NORMAL/FLYING

Height: 5'11"  
Weight: 188 lbs



SPECIAL ATTACK	SPECIAL DEFENSE
● ● ●	● ● ●
HIT POINTS	SPEED
● ● ●	● ● ●
ATTACK	DEFENSE
● ● ●	● ● ●

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#84	#85
PECK	FLY	35	100	35	-	-
GROWL	NRM	-	100	40	-	-
PURSUIT	DRK	40	100	20	9	9
FURY ATTACK	NRM	15	85	20	13	13
TRI ATTACK	NRM	80	100	10	21	21
RAGE	NRM	20	100	20	25	25
DRILL PECK	FLY	80	100	20	33	38
AGILITY	PSY	-	-	30	37	47

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#84	#85
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
47	STEEL WING	STL	70	90	25	●	●
H2	FLY	FLY	70	95	15	●	●

# #77 PONYTA

TYPE: FIRE

Height: 3'3"  
Weight: 80 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



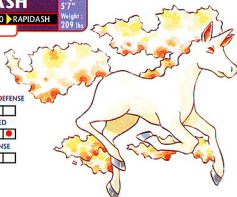
# #78 RAPIDASH

PONYTA LEVEL 40 ▶ RAPIDASH

TYPE: FIRE

Height: 5'7"  
Weight: 209 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#77	#78
TACKLE	NRM	35	95	35	-	-
GROWL	NRM	-	100	40	4	4
TAIL WHIP	NRM	-	100	30	8	8
EMBER	FIR	40	100	25	13	13
STOMP	NRM	65	100	20	19	19
FIRE SPIN	FIR	15	70	15	26	26
TAKE DOWN	NRM	90	85	20	34	34
FURY ATTACK	NRM	15	85	20	40	40
AGILITY	PSY	-	-	30	43	47
FIRE BLAST	FIR	120	85	5	53	61

## TM & HM ABILITIES

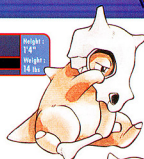
#	ATTACK	TYPE	BA	AC	PP	#77	#78
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●

# #104 CUBONE

TYPE: GROUND

Height: 1'4"  
Weight: 28 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



# #105 MAROWAK

CUBONE LEVEL 28 ▶ MAROWAK

TYPE: GROUND

Height: 3'3"  
Weight: 99 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#104	#105
GROWL	NRM	-	100	40	-	-
TAIL WHIP	NRM	-	100	30	5	5
BONE CLUB	GRD	65	85	20	9	9
HEADBUTT	NRM	70	100	15	13	13
LEER	NRM	-	100	30	17	17
FOCUS ENERGY	NRM	-	-	30	21	21
BONEMERANG	GRD	50	90	10	25	25
RAGE	NRM	20	100	20	29	32
FALSE SWIPE	NRM	40	100	40	33	39
THRASH	NRM	90	100	20	37	46
BONE RUSH	GRD	25	80	10	41	53

## TM & HM ABILITIES

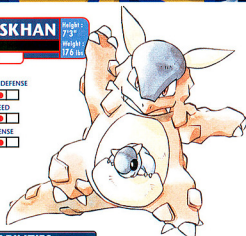
#	ATTACK	TYPE	BA	AC	PP	#104	#105
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	10	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
49	STRENGTH	NRM	80	100	15	●	●

# #115 KANGASKHAN

Height: 7'3"  
Weight: 176 lbs

TYPE: NORMAL

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#115
COMET PUNCH	NRM	18	85	15	-
LEER	NRM	-	100	30	7
BITE	DRK	60	100	25	13
TAIL WHIP	NRM	-	100	30	19
MEGA PUNCH	NRM	80	85	20	25
RAGE	NRM	20	100	20	31
ENDURE	NRM	-	-	10	37
DIZZY PUNCH	NRM	70	100	10	43
REVERSAL	FTG	-	100	15	49

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#115
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
41	THUNDERPUNCH	ELC	75	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
48	FIRE PUNCH	FIR	75	100	15	●
49	FURY CUTTER	BUG	10	95	20	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	NRM	80	100	15	●

# #111 RHYHORN

Height: 3'3"  
Weight: 234 lbs

TYPE: GROUND/ROCK

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



# #112 RHYDON

Height: 6'3"  
Weight: 265 lbs

TYPE: GROUND/ROCK

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#111	#112
HORN ATTACK	NRM	65	100	25	-	-
TAIL WHIP	NRM	-	100	30	-	-
STOMP	NRM	65	100	20	13	13
FURY ATTACK	NRM	15	85	20	19	19
SCARY FACE	NRM	-	90	10	31	31
HORN DRILL	NRM	-	30	5	37	37
TAKE DOWN	NRM	90	85	20	49	54
EARTHQUAKE	GRD	100	100	10	55	65

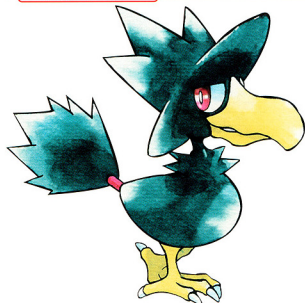
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#111	#112
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
25	THUNDER	ELC	120	70	10	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
H3	SURF	WTR	95	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●

# #198 MURKROW

TYPE: DARK/FLYING

Height:  
1'8"  
Weight:  
3 lbs



SPECIAL ATTACK SPECIAL DEFENSE  
HIT POINTS  
ATTACK DEFENSE  
SPEED

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#198
PECK	FLY	35	100	35	-
PURSUIT	DRK	40	100	20	11
HAZE	ICE	-	-	30	16
NIGHT SHADE	GHO	-	100	15	26
FAINT ATTACK	DRK	60	-	20	31
MEAN LOOK	NRM	-	100	5	41

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#198
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	20	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
42	DREAM EATER	PSY	100	100	15	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
47	STEEL WING	STL	70	90	25	●
50	NIGHTMARE	GHO	-	100	15	●
H2	FLY	FLY	70	95	15	●

# #228 HOUNDOUR

TYPE: DARK/FIRE

Height:  
2'0"  
Weight:  
24 lbs

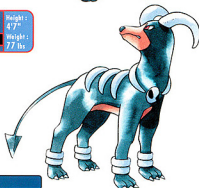


SPECIAL ATTACK SPECIAL DEFENSE  
HIT POINTS  
SPEED  
ATTACK DEFENSE

# #229 HOUNDOOM

TYPE: DARK/FIRE

Height:  
4'7"  
Weight:  
77 lbs



SPECIAL ATTACK SPECIAL DEFENSE  
HIT POINTS  
SPEED  
ATTACK DEFENSE

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#228	#229
LEER	NRM	-	100	30	-	-
EMBER	FIR	40	100	25	-	-
ROAR	NRM	-	100	20	7	7
SMOG	PSN	20	70	20	13	13
BITE	DRK	60	100	25	20	20
FAINT ATTACK	DRK	60	-	20	27	30
FLAMETHROWER	FIR	95	100	15	35	41
CRUNCH	DRK	80	100	15	43	52

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#228	#229
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
23	IRON TAIL	STL	100	75	15	●	●
27	RETURN	NRM	-	100	20	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
39	SWIFT	NRM	60	-	20	●	●
42	DREAM EATER	PSY	100	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
50	NIGHTMARE	GHO	-	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●



## #218 SLUGMA

TYPE: FIRE

Height: 2'4"  
Weight: 77 lbs

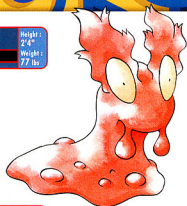
SPECIAL ATTACK SPECIAL DEFENSE

HP POINTS

ATTACK

SPEED

DEFENSE



## #219 MAGCARGO

TYPE: FIRE/ROCK

Height: 2'7"  
Weight: 121 lbs

SPECIAL ATTACK SPECIAL DEFENSE

HP POINTS

ATTACK

SPEED

DEFENSE



## #215 SNEASEL

TYPE: DARK/ICE

Height: 2'11"  
Weight: 62 lbs

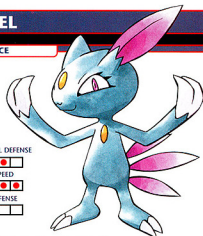
SPECIAL ATTACK SPECIAL DEFENSE

HP POINTS

ATTACK

SPEED

DEFENSE



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#218	#219
SMOG	PSN	20	70	20	-	-
EMBER	FIR	40	100	25	8	8
ROCK THROW	RCK	50	90	15	15	15
HARDEN	NRM	-	-	30	22	22
AMNESIA	PSY	-	-	20	29	29
FLAMETHROWER	FIR	95	100	15	36	36
ROCK SLIDE	RCK	75	90	10	43	48
BODY SLAM	NRM	85	100	15	50	60

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#218	#219
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●

### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#215
SCRATCH	NRM	40	100	35	-
LEER	NRM	-	100	30	-
QUICK ATTACK	NRM	40	100	30	9
SCREECH	NRM	-	85	40	17
FAINT ATTACK	DRK	60	-	20	25
FURY SWIPES	NRM	10	80	15	33
AGILITY	PSY	-	-	30	41
SLASH	NRM	70	100	20	49
BEAT UP	DRK	10	100	10	57

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#215
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
27	RETURN	NRM	-	100	20	●
28	DIG	GRD	60	100	10	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
40	DEFENSE CURL	NRM	-	-	40	●
42	DREAM EATER	PSY	100	100	15	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
49	FURY CUTTER	BUG	10	95	20	●
50	NIGHTMARE	GHO	-	100	15	●
H1	CUT	NRM	50	95	30	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	NRM	80	100	15	●

# #200 MISDREAVUS

TYPE: GHOST

Height: 2'4"  
Weight: 2 lbs



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
●●●	●●●	●●●	●●●	●●●	●●●

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#200
GROWL	NRM	-	100	40	-
PSYWAVE	PSY	-	80	15	-
SPITE	GHO	-	100	10	6
CONFUSE RAY	GHO	-	100	10	12
MEAN LOOK	NRM	-	100	5	19
PSYBEAM	PSY	65	100	20	27
PAIN SPLIT	NRM	-	100	20	36
PERISH SONG	NRM	-	-	5	46

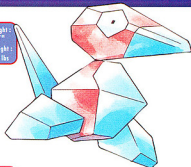
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#200
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
25	THUNDER	ELC	120	70	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
30	SHADOW BALL	GHO	80	100	15	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
40	DEFENSE CURL	NRM	-	-	40	●
42	DREAM EATER	PSY	100	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
50	NIGHTMARE	GHO	-	100	15	●
H5	FLASH	NRM	-	70	20	●

# #137 PORYGON

TYPE: NORMAL

Height: 2'7"  
Weight: 80 lbs



SPECIAL ATTACK SPECIAL DEFENSE

●●●	●●●
HIT POINTS	SPEED
●●●	●●●
ATTACK	DEFENSE
●●●	●●●

# #233 PORYGON2

PORYGON Up-Grade + TRADE PORYGON2

TYPE: NORMAL

Height: 2'0"  
Weight: 72 lbs



SPECIAL ATTACK SPECIAL DEFENSE

●●●	●●●
HIT POINTS	SPEED
●●●	●●●
ATTACK	DEFENSE
●●●	●●●

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#137	#233
CONVERSION2	NRM	-	100	30	-	-
TACKLE	NRM	35	95	35	-	-
CONVERSION	NRM	-	-	30	-	-
AGILITY	PSY	-	-	30	9	9
PSYBEAM	PSY	65	100	20	12	12
RECOVER	NRM	-	-	20	20	20
SHARPEN	NRM	-	-	30	24	-
DEFENSE CURL	NRM	-	-	40	-	24
LOCK-ON	NRM	-	100	5	32	32
TRI ATTACK	NRM	80	100	10	36	36
ZAP CANNON	ELC	100	50	5	44	44

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#137	#233
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
42	DREAM EATER	PSY	100	100	15	●	●
44	REST	PSY	-	-	10	●	●
46	THIEF	DRK	40	100	10	●	●
50	NIGHTMARE	GHO	-	100	15	●	●
H5	FLASH	NRM	-	70	20	●	●

# #113 CHANSEY

TYPE: NORMAL

Height: 3'7"  
Weight: 76 lbs

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS

ATTACK

SPEED

DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#113	#242
POUND	NRM	40	100	35	-	-
GROWL	NRM	-	100	40	5	4
TAIL WHIP	NRM	-	100	30	9	7
SOFTBOILED	NRM	-	100	10	13	10
DOUBLES LAP	NRM	15	85	10	17	13
MINIMIZE	NRM	-	-	20	23	18
SING	NRM	-	55	15	29	23
EGG BOMB	NRM	100	75	10	35	28
DEFENSE CURL	NRM	-	-	40	41	33
LIGHT SCREEN	PSY	-	-	30	49	40
DOUBLE-EDGE	NRM	120	100	15	57	47

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#113	#242
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
23	IRON TAIL	STL	100	75	15	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
42	DREAM EATER	PSY	100	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●
H5	FLASH	NRM	-	70	20	●	●

# #242 BLISSEY

CHANSEY Friendship BLISSEY

TYPE: NORMAL

Height: 4'11"  
Weight: 103 lbs

SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS

ATTACK

SPEED

DEFENSE



# #131 LAPRAS

TYPE: WATER/ICE

Height: 8'2"  
Weight: 225 lbs

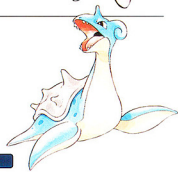
SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS

ATTACK

SPEED

DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#131
WATER GUN	WTR	40	100	25	-
GROWL	NRM	-	100	40	-
SING	NRM	-	55	15	-
MIST	ICE	-	-	30	8
BODY SLAM	NRM	85	100	15	15
CONFUSE RAY	GHO	-	100	10	22
PERISH SONG	NRM	-	-	5	29
ICE BEAM	ICE	95	100	10	36
RAIN DANCE	WTR	-	-	5	43
SAFEGUARD	NRM	-	-	25	50
HYDRO PUMP	WTR	120	80	5	57

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#131
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
24	DRAGONBREATH	DRG	60	100	20	●
25	THUNDER	ELC	120	70	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
42	DREAM EATER	PSY	100	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
50	NIGHTMARE	GHO	-	100	15	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	NRM	80	100	15	●
H6	WHIRLPOOL	WTR	15	70	15	●

# #138 OMANYTE

Height: 1'4"  
Weight: 17 lbs

TYPE: ROCK/WATER

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

# #139 OMASTAR

Height: 3'3"  
Weight: 77 lbs

OMANYTE LEVEL 40 ▶ OMASTAR  
TYPE: ROCK/WATER

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#138	#139
CONSTRUCT	NRM	10	100	35	-	-
WITHDRAW	WTR	-	-	40	-	-
BITE	DRK	-	-	40	13	13
WATER GUN	WTR	40	100	25	19	19
LEER	NRM	-	100	30	31	31
PROTECT	NRM	-	-	10	37	37
SPIKE CANNON	NRM	20	100	15	-	40
ANCIENT POWER	RCK	60	100	5	49	54
HYDRO PUMP	WTR	120	80	5	55	65

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#138	#139
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
H3	SURF	WTR	95	100	15	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●

# #140 KABUTO

Height: 1'6"  
Weight: 25 lbs

TYPE: ROCK/WATER

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

# #141 KABUTOPS

Height: 4'3"  
Weight: 89 lbs

KABUTO LEVEL 40 ▶ KABUTOPS  
TYPE: ROCK/WATER

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#140	#141
SCRATCH	NRM	40	100	35	-	-
HARDEN	NRM	-	-	30	-	-
ABSORB	GRS	20	100	20	10	10
LEER	NRM	-	100	30	19	19
SAND-ATTACK	GRD	-	100	15	28	28
ENDURE	NRM	-	-	10	37	37
SLASH	NRM	70	100	20	-	40
MEGA DRAIN	GRS	40	100	10	46	51
ANCIENT POWER	RCK	60	100	5	55	65

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#140	#141
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
H1	CUT	NRM	50	95	30	●	●
H3	SURF	WTR	95	100	15	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●



# #142 AERODACTYL

TYPE: ROCK/FLYING

Height: 5'11"  
Weight: 120 lbs



SPECIAL ATTACK: [Red][Red][Red] SPECIAL DEFENSE: [Red][Red][Red] ATTACK: [Red][Red][Red] DEFENSE: [Red][Red][Red] HIT POINTS: [Red][Red][Red] SPEED: [Red][Red][Red]

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#142
WING ATTACK	FLY	60	100	35	-
AGILITY	PSY	-	-	30	8
BITE	DRK	60	100	25	15
SUPERSONIC	NRM	-	55	20	22
ANCIENT POWER	RCK	60	100	5	29
SCARY FACE	NRM	-	90	10	36
TAKE DOWN	NRM	90	85	20	43
HYPER BEAM	NRM	150	90	5	50

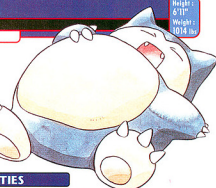
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#142
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
24	DRAGONBREATH	DRG	60	100	20	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
47	STEEL WING	STL	70	90	25	●
H2	FLY	FLY	70	95	15	●

# #143 SNORLAX

TYPE: NORMAL

Height: 6'11"  
Weight: 161 lbs



SPECIAL ATTACK: [Red][Red][Red] SPECIAL DEFENSE: [Red][Red][Red] SPEED: [Red][Red][Red] DEFENSE: [Red][Red][Red]

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#143
TACKLE	NRM	35	95	35	-
AMNESIA	PSY	-	-	20	8
DEFENSE CURL	NRM	-	-	40	15
BELLY DRUM	NRM	-	-	10	22
HEADBUTT	NRM	70	100	15	29
SNORE	NRM	40	100	15	36
REST	PSY	-	-	10	36
BODY SLAM	NRM	85	100	15	43
ROLLOUT	RCK	30	90	20	50
HYPER BEAM	NRM	150	90	5	57

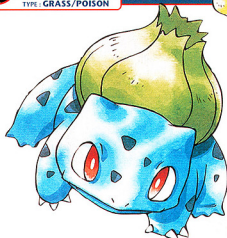
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#143
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
22	SOLARBEAM	GRS	120	100	10	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
40	DEFENSE CURL	NRM	-	-	40	●
41	THUNDERPUNCH	ELC	75	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
48	FIRE PUNCH	FIR	75	100	15	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	NRM	80	100	15	●

# #1 BULBASAU

TYPE: GRASS/POISON

Height:  
2'6"  
Weight:  
15 lbs



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
● ● ●	● ● ●	● ● ●	● ● ●	● ● ●	● ● ●

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#1	#2	#3
TACKLE	NRM	35	95	35	-	-	-
GROWL	NRM	-	100	40	4	4	4
LEECH SEED	GRS	-	90	10	7	7	7
VINE WHIP	GRS	35	100	10	10	10	10
POISONPOWER	PSN	-	75	35	15	15	15
SLEEP POWER	GRS	-	75	15	15	15	15
RAZOR LEAF	GRS	55	95	25	20	22	22
SWEET SCENT	NRM	-	100	20	25	29	29
GROWTH	NRM	-	-	40	32	38	41
SYNTHESIS	GRS	-	-	5	39	47	53
SOLARBEAM	GRS	120	100	10	46	56	65

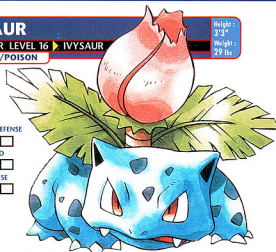
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#1	#2	#3
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
05	ROAR	NRM	-	100	20	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
12	SWEET SCENT	NRM	-	100	20	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
22	SOLARBEAM	GRS	120	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
49	FURY CUTTER	BUG	10	95	20	●	●	●
H1	CUT	NRM	50	95	30	●	●	●
H5	FLASH	NRM	-	70	20	●	●	●

# #2 IVYSAUR

BULBASAU LEVEL 16 ▶ IVYSAUR  
TYPE: GRASS/POISON

Height:  
3'3"  
Weight:  
29 lbs



SPECIAL ATTACK	SPECIAL DEFENSE	HIT POINTS	SPEED	ATTACK	DEFENSE
● ● ●	● ● ●	● ● ●	● ● ●	● ● ●	● ● ●

# #3 VENUSAU

IVYSAUR LEVEL 32 ▶ VENUSAU  
TYPE: GRASS/POISON

Height:  
4'7"  
Weight:  
221 lbs



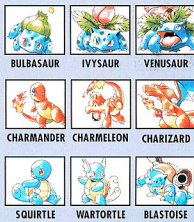
SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
● ● ●	● ● ●	● ● ●	● ● ●	● ● ●	● ● ●



## PROF. ELM'S MEMO

Red, Blue and Yellow Only

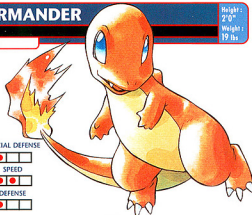
Unfortunately, you won't be able to catch some of the known Pokémon in Gold and Silver, including the three starting Pokémon from Red and Blue and their evolutions. If you want those creatures, you'll have to trade for them from your or a friend's Red, Blue or Yellow game.



#4

## CHARMANDER

TYPE: FIRE

Height:  
2'0"  
Weight:  
19 lbs

SPECIAL ATTACK SPECIAL DEFENSE



HIT POINTS



ATTACK



DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#4	#5	#6
SCRATCH	NRM	40	100	35	-	-	-
GROWL	NRM	-	100	40	-	-	-
EMBER	FIR	40	100	25	7	7	7
SMOKESCREEN	NRM	-	100	20	13	13	13
RAGE	NRM	20	100	20	19	20	20
SCARY FACE	NRM	-	90	10	25	27	27
FLAMETHROWER	FIR	95	100	15	31	34	34
WING ATTACK	FLY	60	100	35	-	-	36
SLASH	NRM	70	100	20	37	41	44
DRAGON RAGE	DRG	-	100	10	43	48	54
FIRE SPIN	FIR	15	70	15	49	55	64

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#4	#5	#6
01	DYNAMICPUNCH	FTG	100	50	5	•	•	•
02	HEADBUTT	NRM	70	100	15	•	•	•
03	CURSE	???	-	-	10	•	•	•
05	ROAR	NRM	-	100	20	•	•	•
06	TOXIC	PSN	-	85	10	•	•	•
08	ROCK SMASH	FTG	20	100	15	•	•	•
10	HIDDEN POWER	NRM	-	100	15	•	•	•
11	SUNNY DAY	FIR	-	-	5	•	•	•
13	SNORE	NRM	40	100	15	•	•	•
15	HYPER BEAM	NRM	150	90	5	•	•	•
17	PROTECT	NRM	-	-	10	•	•	•
20	ENDURE	NRM	-	-	10	•	•	•
21	FRUSTRATION	NRM	-	100	20	•	•	•
23	IRON TAIL	STL	100	75	15	•	•	•
24	DRAGONBREATH	DRG	60	100	20	•	•	•
26	EARTHQUAKE	GRD	100	100	10	•	•	•
27	RETURN	NRM	-	100	20	•	•	•
28	DIG	GRD	60	100	10	•	•	•
31	MUD-SLAP	GRD	20	100	10	•	•	•
32	DOUBLE TEAM	NRM	-	-	15	•	•	•
34	SWAGGER	NRM	-	90	15	•	•	•
35	SLEEP TALK	NRM	-	-	10	•	•	•
37	SANDSTORM	RCK	-	-	10	•	•	•
38	FIRE BLAST	FIR	120	85	5	•	•	•
39	SWIFT	NRM	60	-	20	•	•	•
40	DEFENSE CURL	NRM	-	-	40	•	•	•
44	REST	PSY	-	-	10	•	•	•
45	ATTRACT	NRM	-	100	15	•	•	•
47	STEEL WING	STL	70	90	25	•	•	•
48	FIRE PUNCH	FIR	75	100	15	•	•	•
49	FURY CUTTER	BUG	10	95	20	•	•	•
H1	CUT	NRM	50	95	30	•	•	•
H2	FLY	FLY	70	95	15	•	•	•
H4	STRENGTH	NRM	80	100	15	•	•	•

#5

## CHARMELEON

CHARMANDER LEVEL 16 ▶ CHARMELEON

TYPE: FIRE

Height:  
3'7"  
Weight:  
42 lbs

SPECIAL ATTACK SPECIAL DEFENSE



HIT POINTS



ATTACK



DEFENSE

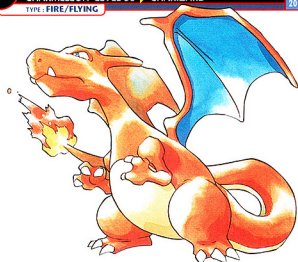


#6

## CHARIZARD

CHARMELEON LEVEL 36 ▶ CHARIZARD

TYPE: FIRE/FLYING

Height:  
5'7"  
Weight:  
200 lbs

SPECIAL ATTACK SPECIAL DEFENSE



ATTACK



DEFENSE



HIT POINTS



SPEED



## PROF. ELM'S MEMO

More Unavailable Pokémon

Many more Pokémon are unavailable in Gold and Silver, including the one-of-a-kind Legendary Birds Articuno, Zapdos and Moltres. Two of the most desirable and powerful Pokémon, Mew and Mewtwo, are also not available in Gold and Silver.



ARTICUNO



ZAPDOS



MOLTRES



KABUTO



KABUTOPS



OMANYTE



OMASTAR



MEWTWO



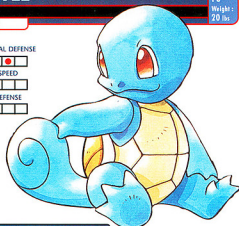
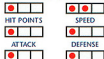
MEW

# #1 SQUIRTLE

TYPE: WATER

Height: 1'8"  
Weight: 20 lbs

SPECIAL ATTACK SPECIAL DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#7	#8	#9
TACKLE	NRM	35	95	35	-	-	-
TAIL WHIP	NRM	-	100	30	4	4	4
BUBBLE	WTR	20	100	30	7	7	7
WITHDRAW	WTR	-	-	40	10	10	10
WATER GUN	WTR	40	100	25	13	13	13
BITE	DRK	60	100	25	18	19	19
RAPID SPIN	NRM	20	100	40	23	25	25
PROTECT	NRM	-	-	10	28	31	31
RAIN DANCE	WTR	-	-	5	33	37	42
SKULL BASH	NRM	100	100	15	40	45	55
HYDRO PUMP	WTR	120	80	5	47	53	68

## TM & HM ABILITIES

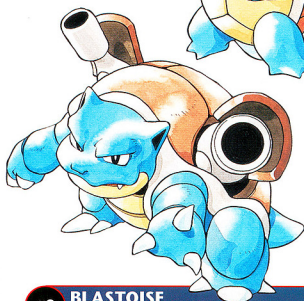
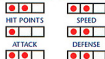
#	ATTACK	TYPE	BA	AC	PP	#7	#8	#9
01	DYNAMICPUNCH	FTG	100	50	5	•	•	•
02	HEADBUTT	NRM	70	100	15	•	•	•
03	CURSE	???	-	-	10	•	•	•
04	ROLLOUT	RCK	30	90	20	•	•	•
05	ROAR	NRM	-	100	20	•	•	•
06	TOXIC	PSN	-	85	10	•	•	•
08	ROCK SMASH	FTG	20	100	15	•	•	•
10	HIDDEN POWER	NRM	-	100	15	•	•	•
13	SNORE	NRM	40	100	15	•	•	•
14	BLIZZARD	ICE	120	70	5	•	•	•
15	HYPER BEAM	NRM	150	90	5	•	•	•
16	ICY WIND	ICE	55	95	15	•	•	•
17	PROTECT	NRM	-	-	40	•	•	•
18	RAIN DANCE	WTR	-	-	5	•	•	•
20	ENDURE	NRM	-	-	10	•	•	•
21	FRUSTRATION	NRM	-	100	20	•	•	•
23	IRON TAIL	STL	100	75	15	•	•	•
26	EARTHQUAKE	GRD	100	100	10	•	•	•
27	RETURN	NRM	-	100	20	•	•	•
28	DIG	GRD	60	100	10	•	•	•
31	MUD-SLAP	GRD	20	100	10	•	•	•
32	DOUBLE TEAM	NRM	-	-	15	•	•	•
33	ICE PUNCH	ICE	75	100	15	•	•	•
34	SWAGGER	NRM	-	90	15	•	•	•
35	SLEEP TALK	NRM	-	-	10	•	•	•
40	DEFENSE CURL	NRM	-	-	40	•	•	•
44	REST	PSY	-	-	10	•	•	•
45	ATTRACT	NRM	-	100	15	•	•	•
H3	SURF	WTR	95	100	15	•	•	•
H4	STRENGTH	NRM	80	100	15	•	•	•
H6	WHIRLPOOL	WTR	15	70	15	•	•	•
H7	WATERFALL	WTR	80	100	15	•	•	•

# #8 WARTORTLE

SQUIRTLE LEVEL 16 ▶ WARTORTLE  
TYPE: WATER

Height: 2'3"  
Weight: 50 lbs

SPECIAL ATTACK SPECIAL DEFENSE

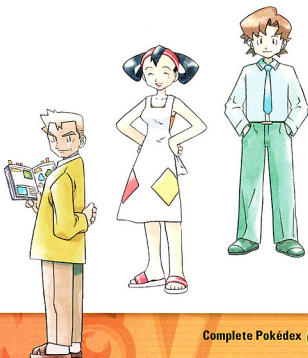


# #9 BLASTOISE

WARTORTLE LEVEL 36 ▶ BLASTOISE  
TYPE: WATER

Height: 5'3"  
Weight: 189 lbs

SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED





# #144 ARTICUNO

TYPE: ICE/FLYING

Height: 5'7"  
Weight: 122 lbs



SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#144
GUST	FLY	40	100	35	-
POWDER SNOW	ICE	40	100	25	-
MIST	ICE	-	-	30	13
AGILITY	PSY	-	-	30	25
MIND READER	NRM	-	100	5	37
ICE BEAM	ICE	95	100	10	49
REFLECT	PSY	-	-	20	61
BLIZZARD	ICE	120	70	5	73

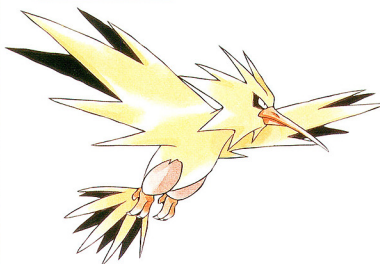
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#144
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	20	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
47	STEEL WING	STL	70	90	25	●
H2	FLY	FLY	70	95	15	●

# #145 ZAPDOS

TYPE: ELECTRIC/FLYING

Height: 5'9"  
Weight: 116 lbs



SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#145
PECK	FLY	35	100	35	-
THUNDERSHOCK	ELC	40	100	30	-
THUNDER WAVE	ELC	-	100	20	13
AGILITY	PSY	-	-	30	25
DETECT	FTG	-	-	5	37
DRILL PECK	FLY	80	100	20	49
LIGHT SCREEN	PSY	-	-	30	61
THUNDER	ELC	120	70	10	73

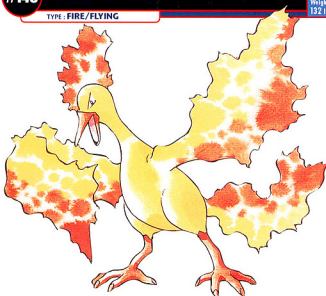
## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#145
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
25	THUNDER	ELC	120	70	10	●
27	RETURN	NRM	-	100	20	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
47	STEEL WING	STL	70	90	25	●
H2	FLY	FLY	70	90	25	●
H5	FLASH	NRM	-	70	20	●

# #146 MOLTRES

TYPE: FIRE/FLYING

Height: 6'7"  
Weight: 132 lbs



SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#146
WING ATTACK	FLY	60	100	35	-
EMBER	FIR	40	100	25	-
FIRE SPIN	FIR	15	70	15	13
AGILITY	PSY	-	-	30	25
ENDURE	NRM	-	-	10	37
FLAMETHROWER	FIR	95	100	15	49
SAFEGUARD	NRM	-	-	25	61
SKY ATTACK	FLY	140	90	5	73

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#146
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	20	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
47	STEEL WING	STL	70	90	25	●
H2	FLY	FLY	70	95	15	●

# #243 RAIKOU

TYPE: ELECTRIC

Height: 6'3"  
Weight: 392 lbs



SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#243
BITE	DRK	60	100	25	-
LEER	NRM	-	100	30	-
THUNDERSHOCK	ELC	40	100	30	11
ROAR	NRM	-	100	20	21
QUICK ATTACK	NRM	40	100	30	31
SPARK	ELC	65	100	20	41
REFLECT	PSY	-	-	20	51
CRUNCH	DRK	80	100	15	61
THUNDER	ELC	120	70	10	71

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#243
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
27	RETURN	NRM	-	100	20	●
28	DIG	GRD	60	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
H1	CUT	NRM	50	95	30	●
H4	STRENGTH	NRM	80	100	15	●
H5	FLASH	NRM	-	70	20	●

# #244 ENTEI

TYPE: FIRE

Height: 6'11"  
Weight: 437 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#244
BITE	DRK	60	100	25	-
LEER	NRM	-	100	30	-
EMBER	FIR	40	100	25	11
ROAR	NRM	-	100	20	21
FIRE SPIN	FIR	15	70	15	31
STOMP	NRM	65	100	20	41
FLAMETHROWER	FIR	95	100	15	51
SWAGGER	NRM	-	90	15	61
FIRE BLAST	FIR	120	85	5	71

## TM & HM ABILITIES

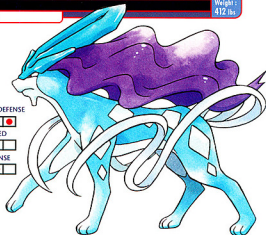
#	ATTACK	TYPE	BA	AC	PP	#244
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
22	SOLARBEAM	GRS	120	100	10	●
23	IRON TAIL	STL	100	75	15	●
27	RETURN	NRM	-	100	20	●
28	DIG	GRD	60	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
H1	CUT	NRM	50	95	30	●
H4	STRENGTH	NRM	80	100	15	●
H5	FLASH	NRM	-	70	20	●

# #245 SUICUNE

TYPE: WATER

Height: 6'7"  
Weight: 412 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#245
BITE	DRK	60	100	25	-
LEER	NRM	-	100	30	-
WATER GUN	WTR	40	100	25	11
ROAR	NRM	-	100	20	21
GUST	FLY	40	100	35	31
BUBBLEBEAM	WTR	65	100	20	41
MIST	ICE	-	-	30	51
MIRROR COAT	PSY	-	100	20	61
HYDRO PUMP	WTR	120	80	5	71

## TM & HM ABILITIES

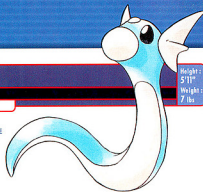
#	ATTACK	TYPE	BA	AC	PP	#245
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
27	RETURN	NRM	-	100	20	●
28	DIG	GRD	60	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
H1	CUT	NRM	50	95	30	●
H3	SURF	WTR	95	100	15	●
H6	WHIRLPOOL	WTR	15	70	15	●
H7	WATERFALL	WTR	80	100	15	●

# #147 DRATINI

TYPE: DRAGON

Height: 5'11"  
Weight: 7 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#147	#148	#149
WRAP	NRM	15	85	20	-	-	-
LEER	NRM	-	100	30	-	-	-
THUNDER WAVE	ELC	-	100	20	8	8	8
TWISTER	DRG	40	100	20	15	15	15
DRAGON RAGE	DRG	-	100	10	22	22	22
SLAM	NRM	80	75	20	29	29	29
AGILITY	PSY	-	-	30	36	38	38
SAFEGUARD	NRM	-	-	25	43	47	47
WING ATTACK	FLY	60	100	35	-	-	55
OUTRAGE	DRG	90	100	15	50	56	61
HYPER BEAM	NRM	150	90	5	57	65	75

## TM & HM ABILITIES

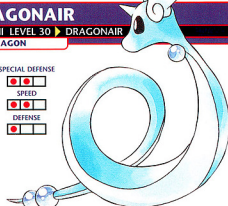
#	ATTACK	TYPE	BA	AC	PP	#147	#148	#149
01	DYNAMICPUNCH	FTG	100	50	5	•	•	•
02	HEADBUTT	NRM	70	100	15	•	•	•
03	CURSE	???	-	-	10	•	•	•
06	TOXIC	PSN	-	85	10	•	•	•
07	ZAP CANNON	ELC	100	50	5	•	•	•
08	ROCK SMASH	FTG	20	100	15	•	•	•
10	HIDDEN POWER	NRM	-	100	15	•	•	•
13	SNORE	NRM	40	100	15	•	•	•
14	BLIZZARD	ICE	120	70	5	•	•	•
15	HYPER BEAM	NRM	150	90	5	•	•	•
16	ICY WIND	ICE	55	95	15	•	•	•
17	PROTECT	NRM	-	-	10	•	•	•
18	RAIN DANCE	WTR	-	-	5	•	•	•
20	ENDURE	NRM	-	-	10	•	•	•
21	FRUSTRATION	NRM	-	100	20	•	•	•
23	IRON TAIL	STL	100	75	15	•	•	•
24	DRAGONBREATH	DRG	60	100	20	•	•	•
25	THUNDER	ELC	120	70	10	•	•	•
27	RETURN	NRM	-	100	20	•	•	•
31	MUD-SLAP	GRD	20	100	10	•	•	•
32	DOUBLE TEAM	NRM	-	-	15	•	•	•
33	ICE PUNCH	ICE	75	100	15	•	•	•
34	SWAGGER	NRM	-	90	15	•	•	•
35	SLEEP TALK	NRM	-	-	10	•	•	•
37	SANDSTORM	RCK	-	-	10	•	•	•
38	FIRE BLAST	FIR	120	85	5	•	•	•
39	SWIFT	NRM	60	-	20	•	•	•
41	THUNDERPUNCH	ELC	75	100	15	•	•	•
43	DETECT	FTG	-	-	5	•	•	•
44	REST	PSY	-	-	10	•	•	•
45	ATTRACT	NRM	-	100	15	•	•	•
47	STEEL WING	STL	70	90	25	•	•	•
48	FIRE PUNCH	FIR	75	100	15	•	•	•
49	FURY CUTTER	BUG	10	95	20	•	•	•
H2	FLY	FLY	70	90	15	•	•	•
H3	SURF	WTR	95	100	15	•	•	•
H4	STRENGTH	NRM	80	100	15	•	•	•
H6	WHIRLPOOL	WTR	15	70	15	•	•	•
H7	WATERFALL	WTR	80	100	15	•	•	•

# #148 DRAGONAIR

DRATINI LEVEL 30 ▶ DRAGONAIR  
TYPE: DRAGON

Height: 13'1"  
Weight: 36 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>

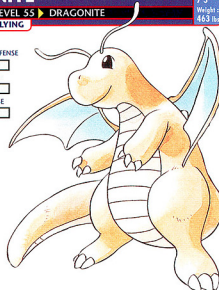


# #149 DRAGONITE

DRAGONAIR LEVEL 55 ▶ DRAGONITE  
TYPE: DRAGON/FLYING

Height: 7'3"  
Weight: 463 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
HIT POINTS	SPEED
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
ATTACK	DEFENSE
<div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>



## PROF. ELM'S MEMO

Unavailable in Gold

## Transfer from Red, Blue, Yellow, Silver

#37 VULPIX	#38 NINETALES	#52 MEOWTH	#53 PERSIAN

## Transfer from Silver

#231 PHANPY	#232 DONPHAN	#227 SKARMORY
#165 LEDYBA	#166 LEDIAN	#225 DELIBIRD

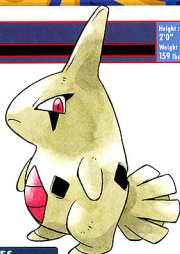


# #246 LARVITAR

TYPE: ROCK/GROUND

Height: 2'0"  
Weight: 159 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#246	#247	#248
BITE	DRK	60	100	25	-	-	-
LEER	NRM	-	100	30	-	-	-
SANDSTORM	RCK	-	-	10	8	8	8
SCREECH	NRM	-	85	40	15	15	15
ROCK SLIDE	RCK	75	90	10	22	22	22
THRASH	NRM	90	100	20	29	29	29
SCARY FACE	NRM	-	90	10	36	38	38
CRUNCH	DRK	80	100	15	43	47	47
EARTHQUAKE	GRD	100	100	10	50	56	61
HYPER BEAM	NRM	150	90	5	57	65	75

## TM & HM ABILITIES

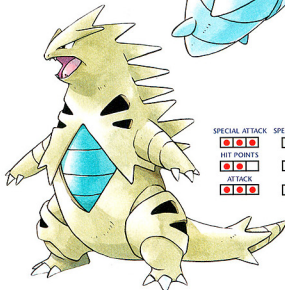
#	ATTACK	TYPE	BA	AC	PP	#246	#247	#248
01	DYNAMICPUNCH	FTG	100	50	5	•	•	•
02	HEADBUTT	NRM	70	100	15	•	•	•
03	CURSE	??? -	-	-	10	•	•	•
05	ROAR	NRM	-	100	20	•	•	•
06	TOXIC	PSN	-	85	10	•	•	•
08	ROCK SMASH	FTG	20	100	15	•	•	•
10	HIDDEN POWER	NRM	-	100	15	•	•	•
11	SUNNY DAY	FIR	-	-	5	•	•	•
13	SNORE	NRM	40	100	15	•	•	•
15	HYPER BEAM	NRM	150	90	5	•	•	•
17	PROTECT	NRM	-	-	10	•	•	•
18	RAIN DANCE	WTR	-	-	5	•	•	•
20	ENDURE	NRM	-	-	10	•	•	•
21	FRUSTRATION	NRM	-	100	20	•	•	•
23	IRONTAIL	STL	100	75	15	•	•	•
24	DRAGONBREATH	DRG	60	100	20	•	•	•
26	EARTHQUAKE	GRD	100	100	10	•	•	•
27	RETURN	NRM	-	100	20	•	•	•
28	DIG	GRD	60	100	10	•	•	•
31	MUD-SLAP	GRD	20	100	10	•	•	•
32	DOUBLE TEAM	NEM	-	-	15	•	•	•
34	SWAGGER	NRM	-	90	15	•	•	•
35	SLEEP TALK	NRM	-	-	10	•	•	•
37	SANDSTORM	RCK	-	-	10	•	•	•
38	FIRE BLAST	FIR	120	85	5	•	•	•
43	DETECT	FTG	-	-	5	•	•	•
44	REST	PSY	-	-	10	•	•	•
45	ATTRACT	NRM	-	100	15	•	•	•
48	FIRE PUNCH	FIR	75	100	15	•	•	•
49	FURY CUTTER	BUG	10	95	20	•	•	•
50	NIGHTMARE	GHO	-	100	15	•	•	•
H1	CUT	NRM	50	95	30	•	•	•
H3	SURF	WTR	95	100	15	•	•	•
H4	STRENGTH	NRM	80	100	15	•	•	•

# #247 PUPITAR

LARVITAR LEVEL 30 PUPITAR  
TYPE: ROCK/GROUND

Height: 3'11"  
Weight: 335 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE

# #248 TYRANITAR

PUPITAR LEVEL 55 TYRANITAR  
TYPE: ROCK/DARK

Height: 6'7"  
Weight: 445 lbs



## PROF. ELM'S MEMO

Unavailable in Silver

## Transfer from Red, Blue, Yellow, Gold



#56 MANKEY #57 PRIMEAPE #58 GROWLITHE #59 ARCANINE

## Transfer from Gold



#216 TEDDIURSA #217 URSARING #207 GLIGAR



#167 SPINARAK #168 ARIADOS #226 MANTINE

# #249 LUGIA

TYPE: PSYCHIC/FLYING

Height: 17'1"  
Weight: 476 lbs

SPECIAL ATTACK SPECIAL DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#249
AEROBLAST	FLY	100	95	5	-
SAFEGUARD	NRM	-	-	25	11
GUST	FLY	40	100	35	22
RECOVER	NRM	-	-	20	33
HYDRO PUMP	WTR	120	80	5	44
RAIN DANCE	WTR	-	-	5	55
SWIFT	NRM	60	-	20	66
WHIRLWIND	NRM	-	100	20	77
ANCIENT POWER	RCK	60	100	5	88
FUTURE SIGHT	PSY	80	90	15	99

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#249
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
19	GIGA DRAIN	GRS	60	100	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
24	DRAGONBREATH	DRG	60	100	20	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
39	SWIFT	NRM	60	-	20	●
42	DREAM EATER	PSY	100	100	15	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
47	STEEL WING	STL	70	90	25	●
50	NIGHTMARE	GHO	-	100	15	●
H2	FLY	FLY	70	95	15	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	NRM	80	100	15	●
H6	WHIRLPOOL	WTR	15	70	15	●
H7	WATERFALL	WTR	80	100	15	●

# #250 HO-OH

TYPE: FIRE/FLYING

Height: 12'6"  
Weight: 439 lbs

SPECIAL ATTACK SPECIAL DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#250
SACRED FIRE	FIR	100	95	5	-
SAFEGUARD	NRM	-	-	25	11
GUST	FLY	40	100	35	22
RECOVER	NRM	-	-	20	33
FIRE BLAST	FIR	120	85	5	44
SUNNY DAY	FIR	-	-	5	55
SWIFT	NRM	60	-	20	66
WHIRLWIND	NRM	-	100	20	77
ANCIENT POWER	RCK	60	100	5	88
FUTURE SIGHT	PSY	80	90	15	99

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#250
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
19	GIGA DRAIN	GRS	60	100	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
22	SOLARBEAM	GRS	120	100	10	●
24	DRAGONBREATH	DRG	60	100	20	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
39	SWIFT	NRM	60	-	20	●
42	DREAM EATER	PSY	100	100	15	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
47	STEEL WING	STL	70	90	25	●
50	NIGHTMARE	GHO	-	100	15	●
H2	FLY	FLY	70	95	15	●
H4	STRENGTH	NRM	80	100	15	●
H5	FLASH	NRM	-	70	20	●

## #150 MEWTWO

TYPE: PSYCHIC

Height: 6'7"  
Weight: 269 lbs

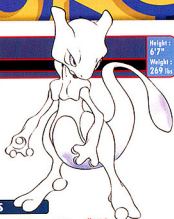
SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS

SPEED

ATTACK

DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#150
CONFUSION	PSY	50	100	25	-
DISABLE	NRM	-	55	20	-
BARRIER	PSY	-	-	30	11
SWIFT	NRM	60	-	20	22
PSYCH UP	NRM	-	-	10	33
FUTURE SIGHT	PSY	80	90	15	44
MIST	ICE	-	-	30	55
PSYCHIC	PSY	90	100	10	66
AMNESIA	PSY	-	-	20	77
RECOVER	NRM	-	-	20	88
SAFEGUARD	NRM	-	-	25	99

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#150
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
22	SOLARBEAM	GRS	120	100	10	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
39	SWIFT	NRM	60	-	20	●
41	THUNDERPUNCH	ELC	75	100	15	●
42	DREAM EATER	PSY	100	100	15	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
48	FIRE PUNCH	FIR	75	100	15	●
50	NIGHTMARE	GHO	-	100	15	●
H4	STRENGTH	NRM	80	100	15	●
H5	FLASH	NRM	-	70	20	●

## #151 MEW

TYPE: PSYCHIC

Height: 1'4"  
Weight: 9 lbs

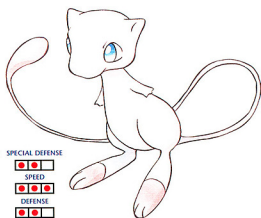
SPECIAL ATTACK SPECIAL DEFENSE

HIT POINTS

SPEED

ATTACK

DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#151
POUND	NRM	40	100	35	-
TRANSFORM	NRM	-	-	10	10
MEGA PUNCH	NRM	80	85	20	20
METRONOME	NRM	-	-	10	30
PSYCHIC	PSY	90	100	10	40
ANCIENT POWER	RCK	60	100	5	50

## TM &amp; HM ABILITIES

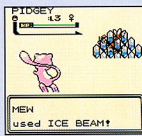
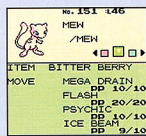
ALL



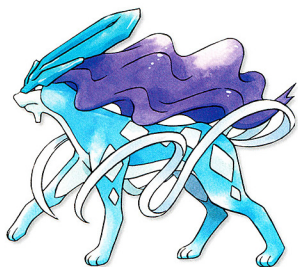
## PROF. ELM'S MEMO

## Have You Seen Mew?

Even people who don't study Pokémon know that Mew is a very rare creature that cannot be caught in a normal way—you must get the Pokémon from Nintendo for it to be a true, official Mew. There have been numerous giveaways and events where the secret 151st Pokémon has been given away. Some of my colleagues in faraway places speak of a similar hidden Pokémon that you can't catch in Gold and Silver. Could it be true? If such a creature exists, it will likely be as difficult to acquire and as rare as Mew was before it. Keep your eyes open for opportunities.



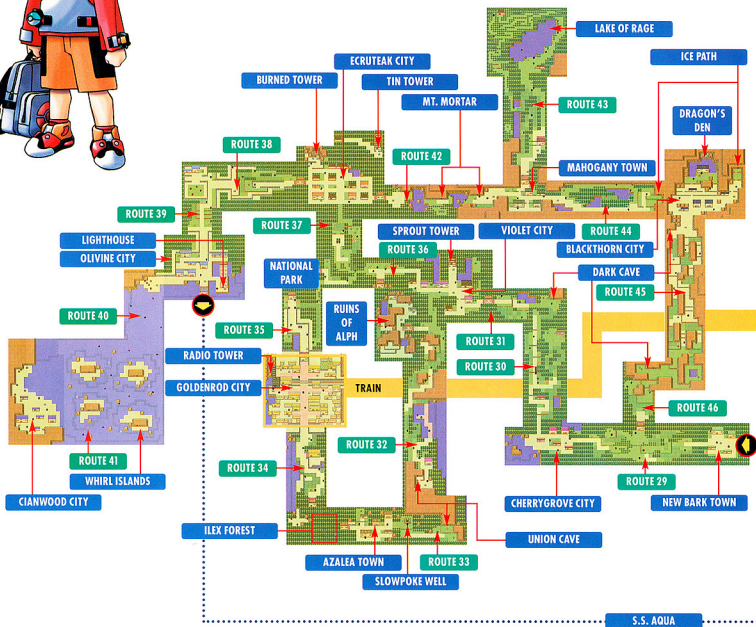
# Elm's Archives





# World Map

Pokémon Gold and Silver begin in Johto. After you defeat the Elite Four, you'll make your way through Kanto, where Red, Blue and Yellow took place. The two lands are connected to each other physically, and it's easiest to travel between them by way of the train.



## JOHTO

# Reading the Locator

The Pokémon Locators on the following pages present an exhaustive reference for catching all the wild Pokémon in Gold and Silver. The information about where to catch

each Pokémon is presented twice—once by area name and once by the name of the Pokémon. Colors, icons and abbreviations are used in the Pokémon Locator, so study the keys.

## BY AREA

### POKÉMON ID & NAME

### GOLD OR SILVER / MORNING, DAY, NIGHT

Pokémon location and frequency are different in Gold and Silver. A Pokémon's frequency can also vary at different times of day.

### AREA NAME

### New Bark Town

### AREA MAP



### SURF OR FISHING ROD

Pokémon color-coded blue are caught either by Surfing or by using one of the three fishing rods.

### Route 29



POKÉMON ID & NAME	GOLD						SILVER					
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#72 TENTACOOLO	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#73 TENTACUOL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#49 SHELLER	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#79 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#70 CHINCHOU	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#71 LANTURN	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#52 CHIKORITA												
#53 CYTOZORE												
#58 TOTODILE												

Prof. Elm presents you one of the three Pokémon.

### EVENT

Pokémon that are not caught in battle are color-coded pink. You can catch the Pokémon during an event, by trading for them, by winning in a Game Corner or receiving them as gifts or some other special circumstance.

POKÉMON ID & NAME	GOLD						SILVER					
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#16 PIDGEY	MANY	MANY	NONE	MANY	MANY	NONE	MANY	MANY	NONE	MANY	MANY	NONE
#19 RATTATA	FEW	FEW	MANY	FEW	FEW	MANY	FEW	FEW	MANY	FEW	FEW	MANY
#18 SENTRET	MANY	MANY	NONE	MANY	MANY	NONE	MANY	MANY	NONE	MANY	MANY	NONE
#63 BODOTHOD	NONE	NONE	MANY	NONE	NONE	MANY	NONE	NONE	MANY	NONE	NONE	MANY

### WILD

Pokémon color-coded green are found in the tall grass, inside a cave or inside a structure. They will attack you as you're walking in those areas. Pokémon may change from Few to Many after you receive a phone call from specific Trainers.

### G OLD ROD

### G GOOD ROD

### S SUPER ROD

### AREA INDEX

AREA	PAGE	AREA	PAGE	AREA	PAGE	AREA	PAGE	AREA	PAGE
JOHTO		BLACKTHORN CITY	108	TIN TOWER	102	ROUTE 14	116	FUCHSIA CITY	115
ROUTE 29	96	BURNED TOWER	102	UNION CAVE	98	ROUTE 15	116	MT. MOON	117
ROUTE 30	96	CHERRY GROVE CITY	96	VIOLET CITY	97	ROUTE 16	116	MT. SILVER	120
ROUTE 31	97	CIANWOOD CITY	105	WHIRL ISLANDS	104	ROUTE 17	115	PALLET TOWN	118
ROUTE 32	97	DARK CAVE	109			ROUTE 18	115	PEWTER CITY	117
ROUTE 33	99	DRAGON'S DEN	108	KANTO		ROUTE 19	119	ROCK TUNNEL	112
ROUTE 34	100	ECRUTEAK CITY	102	ROUTE 1	118	ROUTE 20	119	TOHJO FALLS	110
ROUTE 35	101	GOLDENROD CITY	100	ROUTE 2	117	ROUTE 21	119	VERMILION CITY	111
ROUTE 36	101	ICE PATH	107	ROUTE 3	117	ROUTE 22	120	VICTORY ROAD	111
ROUTE 37	101	ILEX FOREST	100	ROUTE 4	118	ROUTE 23	100	VIREDIAN CITY	118
ROUTE 38	102	LAKE OF RAGE	107	ROUTE 5	114	ROUTE 24	113		
ROUTE 39	103	MT. MORTAR	105	ROUTE 6	111	ROUTE 25	114		
ROUTE 40	103	NATIONAL PARK	101	ROUTE 7	114	ROUTE 26	110		
ROUTE 41	103	NEW BARK TOWN	96	ROUTE 8	112	ROUTE 27	110		
ROUTE 42	105	OLIVINE CITY	103	ROUTE 9	112	ROUTE 28	120		
ROUTE 43	107	ROCKET HIDEOUT	106	ROUTE 10	112	CELADON CITY	114		
ROUTE 44	107	RUINS OF ALPH	98	ROUTE 11	116	CERULEAN CITY	113		
ROUTE 45	108	SLOWPOKE WELL	99	ROUTE 12	115	CINNABAR ISLAND	119		
ROUTE 46	109	SPROUT TOWER	97	ROUTE 13	116	DIGLETT'S CAVE	111		

# BY NAME

## ICON CHART

### AREA

Each area the Pokémon appears in is listed in the Area column.

### LEVEL

The level or level ranges you can expect to find the Pokémon in are listed in the Level column.

### MANY, FEW, NONE

The Pokémon's frequency within an area at a given time in each Pak is represented by M for Many, F for Few, N for None and R if you need to use a rod to catch it there. Each rod catches a set level of Pokémon.

M MANY

F FEW

N NONE

R USE ROD

LEV. 10	OLD ROD
LEV. 20	GOOD ROD
LEV. 40	SUPER ROD

EVENT Event-related Pokémon

TRAP Attacks inside a trap  
PRIZE Available as a prize in one of the Game Corners

HB HEADBUTT

RS ROCK SMASH

TRADE In-game Pokémon trade

### ICON

### ID & NAME

### GOLD OR SILVER MORNING, DAY, NIGHT

AREA	LEVEL	TYPE	GROUND	PAGE
#222 DONPHAN				PAGE 71
ROUTE 10	49	M	N	M
Mt. Silver 1F (entrance)	44	N	N	M
Mt. Silver 1F-2F	47	N	N	M
Mt. Silver 2F (small rooms)	47	N	N	M
Mt. Silver 2F (drip)	50	N	N	M
Mt. Silver	42	N	N	M
Victory Road	33	N	N	M

AREA	LEVEL	TYPE	DRAGON	PAGE
#143 DRAGONAIR				PAGE 87
Route 46	30	F	N	F
Dragon's Den	40	N	N	N

AREA	LEVEL	TYPE	DRAGON/FLYING	PAGE
#149 DRAGONITE				PAGE 87
Evolve from Dragonair (Lv 55)				

AREA	LEVEL	TYPE	DRAGON	PAGE
#140 DRATINI				PAGE 87
Route 44	10-16	N	N	N

AREA	LEVEL	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE
#196 DROWZEE						
Goldenrod City (Game Corner)	10	R	R	R	R	R
Dragon's Den	20, 40	R	R	R	R	R
Dragon's Den	30-50	M	N	N	N	N

AREA	LEVEL	TYPE	PSYCHIC	PAGE
#198 DROWZEE				PAGE 85
Route 11	14, 16	M	M	M
Route 34	10, 12	M	M	M
Route 35	14	M	M	M

AREA	LEVEL	TYPE	GROUND	PAGE
#151 DUGTRIO				PAGE 49
Shelley's Cave	19, 24, 29	M	M	M

AREA	LEVEL	TYPE	NORMAL	PAGE
#200 DUNSPARCE				PAGE 23
Dark Cave (Blackthorn City Side)	2-4	M	M	M
Dark Cave (Blackthorn City Side)	4	M	M	M

AREA	LEVEL	TYPE	NORMAL	PAGE
#153 Eevee				PAGE 64
Goldenrod City	20	EVENT	EVENT	EVENT
Cliff Canyon City (Game Corner)	15	PRIZE	PRIZE	PRIZE

AREA	LEVEL	TYPE	POISON	PAGE
#228 EKANS				PAGE 23
Route 3	6	N	N	M
Route 4	6	N	N	M
Route 32	4	N	N	M
Route 33	7	N	N	M
Goldenrod City (Game Corner)	10	PRIZE	PRIZE	N

AREA	LEVEL	TYPE	ELECTRIC	PAGE
#125 ELECTABUZZ				PAGE 66
Route 10	15	F	N	F
Route 10	15, 17	N	N	N

AREA	LEVEL	TYPE	ELECTRIC	PAGE
#100 ELECTRODE				PAGE 46
Marowak Town (Midout 83)	23	EVENT	EVENT	EVENT

AREA	LEVEL	TYPE	ELECTRIC	PAGE
#230 ELEKID				PAGE 56
Must Hatch at a Pokémon Breeding Center				

AREA	LEVEL	TYPE	FIRE	PAGE
#240 ENTEI				PAGE 66
Jhoto	40	RANDOM APPEARANCES AROUND JHOTO		

CATCH THE POKÉMON IN THE WILD

USE ROCK SMASH TO CATCH THE POKÉMON

USE HEADBUTT IN WOODED AREAS TO CATCH THE POKÉMON

USE HEADBUTT IN MOUNTAIN AREAS TO CATCH THE POKÉMON

CATCH THE POKÉMON IN THE WILD BY SURFING

USE A FISHING ROD TO CATCH THE POKÉMON

HATCH IT FROM AN EGG AT THE ROUTE 33 DAYCARE AND BREEDING CENTER

CATCH THE POKÉMON BY ACCOMPLISHING A TASK

WIN THE POKÉMON AS A GAME PRIZE

CATCH THE POKÉMON IN THE BUG-CATCHING CONTEST IN NATIONAL PARK

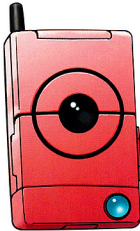
THE POKÉMON APPEARS IN THE GOLD VERSION ONLY

THE POKÉMON APPEARS IN THE SILVER VERSION ONLY

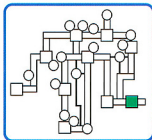
### TYPE

### POKÉDEX PAGE

The page the Pokémon appears on in the Pokédex section of the book is listed here.

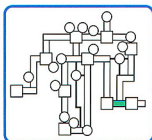


## New Bark Town



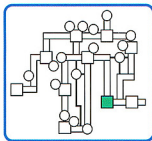
	GOLD						SILVER					
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#72 TENTACOOL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#73 TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#90 SHELLDER	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#170 CHINCHOU	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#171 LANTURN	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#152 CHIKORITA	Prof. Elm presents you one of the three Pokémon.											
#155 CYNDQUIL												
#158 TOTODILE												

## Route 29



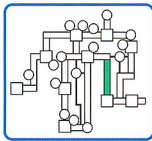
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#16 PIDGEY	MANY	MANY	NONE	MANY	MANY	NONE
#19 RATTATA	FEW	FEW	MANY	FEW	FEW	MANY
#161 SENTRET	MANY	MANY	NONE	MANY	MANY	NONE
#163 HOOTHOOT	NONE	NONE	MANY	NONE	NONE	MANY

## Cherrygrove City



	GOLD						SILVER					
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#72 TENTACOOL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#73 TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#98 KRABBY	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#99 KINGLER	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#120 STARYU	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#222 CORSOLA	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

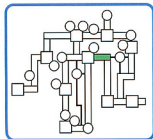
## Route 30



	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#10 CATERPIE	MANY	MANY	NONE	NONE	NONE	NONE
#11 METAPOD	MANY	MANY	NONE	NONE	NONE	NONE
#13 WEEDLE	NONE	NONE	NONE	MANY	MANY	NONE
#14 KAKUNA	NONE	NONE	NONE	MANY	MANY	NONE
#16 PIDGEY	MANY	MANY	NONE	MANY	MANY	NONE
#19 RATTATA	NONE	NONE	MANY	NONE	NONE	MANY
#163 HOOTHOOT	NONE	NONE	MANY	NONE	NONE	MANY
#165 LEDYBA	NONE	NONE	NONE	MANY	NONE	NONE
#167 SPINARAK	NONE	NONE	MANY	NONE	NONE	NONE
#60 POLIWAG	MANY	O G S	MANY	O G S	MANY	O G S
#61 POLIWHIRL	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

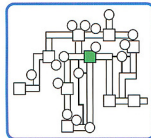


## Route 31



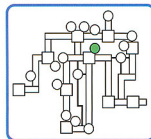
	GOLD						SILVER					
	MORNING	DAY		NIGHT			MORNING	DAY		NIGHT		
#10 CATERPIE	MANY	MANY	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE
#11 METAPOD	MANY	MANY	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE
#13 WEEDLE	NONE	NONE	NONE	NONE	MANY	MANY	NONE	NONE	NONE	NONE	NONE	NONE
#14 KAKUNA	NONE	NONE	NONE	NONE	MANY	MANY	NONE	NONE	NONE	NONE	NONE	NONE
#16 PIDGEY	MANY	MANY	NONE	NONE	MANY	MANY	NONE	NONE	NONE	NONE	NONE	NONE
#19 RATTATA	NONE	NONE	MANY	MANY	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE
#69 BELLSPOUT	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#163 HOOTHOOT	NONE	NONE	MANY	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE
#165 LEDYBA	NONE	NONE	NONE	NONE	MANY	MANY	NONE	NONE	NONE	NONE	NONE	NONE
#167 SPINARAK	NONE	NONE	MANY	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE
#60 POLIWAG	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#61 POLIWHIRL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Violet City



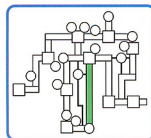
	GOLD						SILVER					
	MORNING	DAY		NIGHT			MORNING	DAY		NIGHT		
#60 POLIWAG	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#61 POLIWHIRL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#95 ONIX	Trade a Bellsprout for an Onix in a house in Violet City.											
#175 TOGEPI	Raise the Pokémon Egg Elm's assistant gives you to hatch Togepe.											

## Sprout Tower (2nd & 3rd Floors)



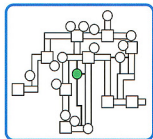
	GOLD						SILVER					
	MORNING	DAY		NIGHT			MORNING	DAY		NIGHT		
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#92 GASTLY	NONE	NONE	MANY	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE

## Route 32



	GOLD						SILVER					
	MORNING	DAY		NIGHT			MORNING	DAY		NIGHT		
#19 RATTATA	MANY	MANY	MANY	MANY	FEW	MANY	NONE	NONE	NONE	NONE	NONE	NONE
#23 EKANS	NONE	NONE	NONE	NONE	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#41 ZUBAT	FEW	NONE	FEW	FEW	FEW	NONE	FEW	NONE	FEW	NONE	FEW	NONE
#69 BELLSPOUT	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#179 MAREEP	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#187 HOPPI	MANY	MANY	NONE	MANY	MANY	MANY	NONE	NONE	NONE	NONE	NONE	NONE
#194 WOOPER	NONE	NONE	MANY	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE
#72 TENTACOO	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#73 TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#195 QUAGSIRE	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#211 QWILFISH	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Ruins of Alph

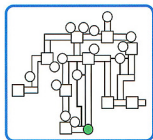


	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#177 NATU	MANY		MANY		MANY		MANY		MANY		MANY	
#235 SMEARGLE	MANY		MANY		MANY		MANY		MANY		MANY	
#60 POLIWAG	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#129 MAGIKARP	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#194 WOOPER	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S
#195 QUAGSIRE	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S

## Ruins of Alph (Basement)

	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#201 UNOWN	MANY	MANY	MANY	MANY	MANY	MANY

## Union Cave



	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#19 RATTATA	MANY		MANY		MANY		MANY		MANY		MANY	
#27 SANDSHREW	MANY		MANY		MANY		NONE		NONE		NONE	
#41 ZUBAT	MANY		MANY		MANY		MANY		MANY		MANY	
#74 GEODUDE	MANY		MANY		MANY		MANY		MANY		MANY	
#95 ONIX	FEW		FEW		FEW		FEW		FEW		FEW	
#118 GOLDEEN	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#119 SEAKING	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#129 MAGIKARP	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#194 WOOPER	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S
#195 QUAGSIRE	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S

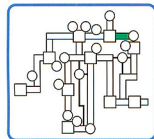
## Union Cave (1st Basement)

	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#19 RATTATA	FEW		FEW		FEW		MANY		MANY		MANY	
#27 SANDSHREW	MANY		MANY		MANY		NONE		NONE		NONE	
#41 ZUBAT	MANY		MANY		MANY		MANY		MANY		MANY	
#74 GEODUDE	MANY		MANY		MANY		MANY		MANY		MANY	
#95 ONIX	MANY		MANY		MANY		MANY		MANY		MANY	
#118 GOLDEEN	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#119 SEAKING	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#129 MAGIKARP	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#194 WOOPER	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S
#195 QUAGSIRE	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S

## Union Cave (2nd Basement)

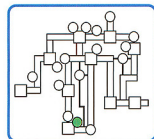
	GOLD									SILVER											
	MORNING			DAY			NIGHT			MORNING			DAY			NIGHT					
#19	RATTATA	FEW			FEW			FEW			FEW			FEW			FEW				
#20	RATICATE	MANY			MANY			MANY			MANY			MANY			MANY				
#41	ZUBAT	MANY			MANY			MANY			MANY			MANY			MANY				
#42	GOLBAT	MANY			MANY			MANY			MANY			MANY			MANY				
#74	GEODUDE	MANY			MANY			MANY			MANY			MANY			MANY				
#95	ONIX	FEW			FEW			FEW			FEW			FEW			FEW				
#72	TENTACOO	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#73	TENTACRUEL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#98	KRABBY	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#99	KINGLER	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#120	STARYU	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#129	MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#195	QUAGSIRE	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#222	CORSOLA	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#131	LAPRAS	Lapras appears every Friday in Union Cave.																			

## Route 33



GOLD				SILVER			
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19	RATTATA	MANY		MANY	MANY	MANY	MANY
#21	SPEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#23	EKANS	NONE	NONE	NONE	MANY	MANY	MANY
#41	ZUBAT	FEW	NONE	MANY	FEW	NONE	MANY
#187	HOPPIP	MANY	MANY	NONE	MANY	MANY	NONE

## Slowpoke Well (1st Basement)



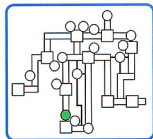
GOLD												SILVER																									
MORNING						DAY						NIGHT						MORNING						DAY						NIGHT							
#41	ZUBAT	MANY						MANY						MANY						MANY						MANY						MANY					
#79	SLOWPOKE	MANY						MANY						MANY						MANY						MANY						MANY					
#79	SLOWPOKE	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S				
#118	GOLDEN	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S				
#119	SEAKING	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S				
#129	MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S				

## Slowpoke Well

GOLD												SILVER																									
MORNING						DAY						NIGHT						MORNING						DAY						NIGHT							
#41	ZUBAT	MANY						MANY						MANY						MANY						MANY						MANY					
#42	GOLBAT	FEW						FEW						FEW						FEW						FEW						FEW					
#79	SLOWPOKE	MANY						MANY						MANY						MANY						MANY						MANY					
#79	SLOWPOKE	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S				
#80	SLOWBRO	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S				
#118	GOLDEN	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S				
#119	SEAKING	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S				
#129	MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S				

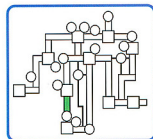


## Ilex Forest



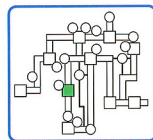
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#10 CATERPIE	MANY		MANY		NONE		NONE		NONE		NONE	
#11 METAPOD	MANY		MANY		NONE		NONE		NONE		NONE	
#13 WEEDLE	NONE		NONE		NONE		MANY		MANY		NONE	
#14 KAKUNA	NONE		NONE		NONE		MANY		MANY		NONE	
#41 ZUBAT	FEW		FEW		MANY		FEW		FEW		MANY	
#43 ODDISH	NONE		NONE		MANY		NONE		NONE		MANY	
#46 PARAS	MANY		FEW		MANY		MANY		FEW		MANY	
#54 PSYDUCK	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S
#55 GOLDDUCK	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S
#60 POLIWAG	MANY	0 G S	MANY	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#129 MAGIKARP	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S

## Route 34



	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#19 RATTATA	MANY		MANY		MANY		MANY		MANY		MANY	
#63 ABRA	MANY		MANY		MANY		MANY		MANY		MANY	
#96 DROWZEE	MANY		MANY		MANY		MANY		MANY		MANY	
#132 DITTO	FEW		FEW		FEW		FEW		FEW		FEW	
#72 TENTACOO	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S
#73 TENTACUEL	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S
#98 KRABBY	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#99 KINGLER	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#120 STARYU	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#129 MAGIKARP	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#222 CORSOLA	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S

## Goldenrod City



	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#23 EKANS	Ekans is a prize in the Game Corner in Gold only. You need to turn in 700 coins to get it.					
#27 SANDSHREW	Sandshrew is a prize in the Game Corner in Silver only. You need to turn in 700 coins to get it.					
#63 ABRA	Abra is a prize in the Game Corner. You need to turn in 200 coins to get it.					
#66 MACHOP	Trade a Drowzee for a Machop on the fifth floor of the Department Store.					
#133 EVEE	After you meet Bill in Ecruteak City, return to his house in Goldenrod to receive Evee.					
#147 DRATINI	Dratini is a prize in the Game Corner. You need to turn in 2,100 coins to get it.					

## Bug-Catching Contest in National Park

Cheer out the Bug-Catching Contest every Tuesday, Thursday and Saturday at National Park. Some Bug-types like Scyther and Pinsir show up only during the event. You can keep only one Bug-type per event. You might win one of the prizes, too, if you catch a high-level Scyther, Pinsir or Butterfree.

### PRIZES

1ST	SUN STONE
2ND	EVERSTONE
3RD	GOLD BERRY
CONSOLATION	BERRY



#10 CATERPIE



#11 METAPOD



#12 BUTTERFREE



#13 WEEDLE



#14 KAKUNA



#15 BEEDRILL



#46 PARAS



#48 VENONAT



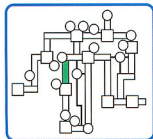
#123 SCYTHER



#127 PINSIR

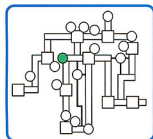


## Route 35



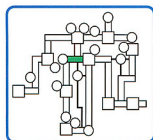
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#16 PIDGEY	FEW	FEW	NONE	FEW	FEW	NONE
#29 NIDORAN ♀	MANY	MANY	MANY	MANY	MANY	MANY
#32 NIDORAN ♂	MANY	MANY	MANY	MANY	MANY	MANY
#63 ABRA	MANY	MANY	MANY	MANY	MANY	MANY
#96 DROWZEE	MANY	MANY	MANY	MANY	MANY	MANY
#132 DITTO	FEW	FEW	FEW	FEW	FEW	FEW
#163 HOOTHOOT	NONE	NONE	FEW	NONE	NONE	FEW
#193 YANMA	FEW	FEW	FEW	FEW	FEW	FEW
#193 YANMA	MANY	MANY	MANY	MANY	MANY	MANY
#54 PSYDUCK	MANY	O G S	MANY	O G S	MANY	O G S
#55 GOLDDUCK	MANY	O G S	MANY	O G S	MANY	O G S
#60 POLIWAG	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

## National Park



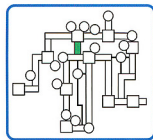
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#10 CATERPIE	MANY	MANY	NONE	NONE	NONE	NONE
#11 METAPOD	MANY	MANY	NONE	NONE	NONE	NONE
#13 WEEDLE	NONE	NONE	NONE	MANY	MANY	NONE
#14 KAKUNA	NONE	NONE	NONE	MANY	MANY	NONE
#16 PIDGEY	MANY	MANY	NONE	MANY	MANY	NONE
#163 HOOTHOOT	NONE	NONE	MANY	NONE	NONE	MANY
#191 SUNKERN	NONE	MANY	NONE	NONE	MANY	NONE

## Route 36



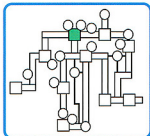
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#16 PIDGEY	MANY	MANY	NONE	MANY	MANY	NONE
#29 NIDORAN ♀	MANY	MANY	MANY	MANY	MANY	MANY
#32 NIDORAN ♂	MANY	MANY	MANY	MANY	MANY	MANY
#37 VULPIX	NONE	NONE	NONE	MANY	MANY	MANY
#58 GROWLITHE	MANY	MANY	MANY	NONE	NONE	NONE
#163 HOOTHOOT	NONE	NONE	MANY	NONE	NONE	MANY
#234 STANTLER	FEW	FEW	FEW	FEW	FEW	FEW
#185 SUDOWOODO	Use the Squirtbottle on the strange tree on Route 36 to fight the only Sudowoodo in the game.					

## Route 37



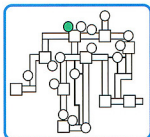
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#16 PIDGEY	MANY	MANY	NONE	MANY	MANY	NONE
#17 PIDGEOTTO	NONE	FEW	NONE	NONE	FEW	NONE
#37 VULPIX	NONE	NONE	NONE	MANY	MANY	MANY
#58 GROWLITHE	MANY	MANY	MANY	NONE	NONE	NONE
#163 HOOTHOOT	NONE	NONE	MANY	NONE	NONE	MANY
#165 LEDYBA	NONE	NONE	NONE	MANY	NONE	NONE
#167 SPINARAK	NONE	NONE	MANY	NONE	NONE	NONE
#234 STANTLER	MANY	MANY	MANY	MANY	MANY	MANY

## Ecruteak City



	GOLD						SILVER					
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#60 POLIWAG	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S
#61 POLIWHIRL	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S
#129 MAGIKARP	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S

## Burned Tower (1st Floor)

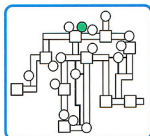


	GOLD						SILVER					
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#20 RATICATE	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW
#41 ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#109 KOFFING	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY

## Burned Tower (Basement)

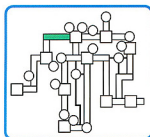
	GOLD						SILVER					
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#41 ZUBAT	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW
#109 KOFFING	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#126 MAGMAR	FEW	MANY	FEW	FEW	FEW	FEW	FEW	MANY	FEW	FEW	FEW	FEW

## Tin Tower (2nd through 9th Floors )



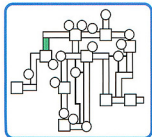
	GOLD						SILVER					
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#92 GASTLY	NONE	NONE	MANY	NONE	NONE	MANY	NONE	NONE	MANY	NONE	NONE	MANY
#250 HO-OH	After you have the Rainbow Wing, climb to the top of Tin Tower to find Ho-oh.											

## Route 38



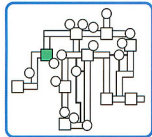
	GOLD						SILVER					
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	NONE	NONE	NONE	MANY	MANY	MANY	MANY	MANY	MANY
#20 RATICATE	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#52 MEOWTH	NONE	NONE	NONE	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#81 MAGNEMITE	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#83 FARFETCH'D	MANY	MANY	NONE	MANY	MANY	NONE	MANY	MANY	NONE	MANY	MANY	NONE
#128 TAUROS	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW
#209 SNUBBULL (BEFORE CALL)	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW
#209 SNUBBULL (AFTER CALL)	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#241 MILTANK	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW

## Route 39



	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#19 RATTATA	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#20 RATICATE	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#52 MEOWTH	NONE	O	G	S	NONE	O	G	S	MANY	O	G	S
#81 MAGNEMITE	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#83 FARFETCH'D	MANY	O	G	S	NONE	O	G	S	MANY	O	G	S
#128 TAUROS	FEW	O	G	S	FEW	O	G	S	FEW	O	G	S
#241 MILTANK	FEW	O	G	S	FEW	O	G	S	FEW	O	G	S

## Olivine City

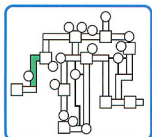


	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#72 TENTACOO	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#73 TENTACRUEL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#98 KRABBY	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#99 KINGLER	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#120 STARYU	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#129 MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#222 CORSOLA	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#100 VOLTORB	Trade a Krabby for a Voltorb inside a house in Olivine.											

## Olivine City (Bay)

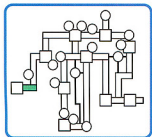
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#72 TENTACOO	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#73 TENTACRUEL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#90 SHELLDER	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#129 MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#170 CHINCHOU	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#171 LANTURN	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S

## Route 40



	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#72 TENTACOO	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#73 TENTACRUEL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#98 KRABBY	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#99 KINGLER	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#120 STARYU	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#129 MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#222 CORSOLA	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S

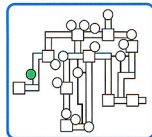
## Route 41



	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#72 TENTACOO	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#73 TENTACRUEL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#90 SHELLDER	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#129 MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#170 CHINCHOU	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#171 LANTURN	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#226 MANTINE	MANY	O	G	S	MANY	O	G	S	NONE	O	G	S



## Whirl Islands



	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#41 ZUBAT	MANY		MANY		MANY		MANY		MANY		MANY	
#42 GOLBAT	FEW		FEW		FEW		FEW		FEW		FEW	
#86 SEEL	MANY		MANY		MANY		MANY		MANY		MANY	
#98 KRABBY	MANY		MANY		MANY		MANY		MANY		MANY	
#72 TENTACOOL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#73 TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#98 KRABBY	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#99 KINGLER	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#116 HORSEA	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#117 SEADRA	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Whirl Islands (1st Basement)

	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#41 ZUBAT	MANY		MANY		MANY		MANY		MANY		MANY	
#42 GOLBAT	FEW		FEW		FEW		FEW		FEW		FEW	
#86 SEEL	MANY		MANY		MANY		MANY		MANY		MANY	
#98 KRABBY	MANY		MANY		MANY		MANY		MANY		MANY	

## Whirl Islands (2nd Basement)

	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#41 ZUBAT	MANY		MANY		MANY		MANY		MANY		MANY	
#42 GOLBAT	FEW		FEW		FEW		FEW		FEW		FEW	
#86 SEEL	MANY		MANY		MANY		MANY		MANY		MANY	
#98 KRABBY	MANY		MANY		MANY		MANY		MANY		MANY	
#73 TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#98 KRABBY	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#99 KINGLER	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#116 HORSEA	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#117 SEADRA	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Whirl Islands (3rd Basement)

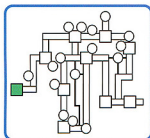
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#41 ZUBAT	MANY		MANY		MANY		MANY		MANY		MANY	
#42 GOLBAT	FEW		FEW		FEW		FEW		FEW		FEW	
#86 SEEL	MANY		MANY		MANY		MANY		MANY		MANY	
#98 KRABBY	MANY		MANY		MANY		MANY		MANY		MANY	
#73 TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#98 KRABBY	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#99 KINGLER	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#116 HORSEA	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#117 SEADRA	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S



# Whirl Islands (4th Basement)

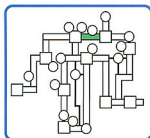
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#41 ZUBAT	MANY		MANY		MANY		MANY		MANY		MANY	
#42 GOLBAT	FEW		FEW		FEW		FEW		FEW		FEW	
#86 SEEL	MANY		MANY		MANY		MANY		MANY		MANY	
#98 KRABBY	MANY		MANY		MANY		MANY		MANY		MANY	
#73 TENTACUCEL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#98 KRABBY	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#99 KINGLER	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#116 HORSEA	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#117 SEADRA	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#249 LUGIA	After you have the Silver Wing, search for Lugia in a small pool inside Whirl Islands.											

## Cianwood City



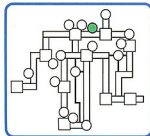
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#98 KRABBY	RS		RS		RS		RS		RS		RS	
#213 SHUCKLE	RS		RS		NONE		RS		RS		NONE	
#72 TENTACOO	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#73 TENTACUCEL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#98 KRABBY	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#99 KINGLER	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#120 STARYU	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#222 CORSOLA	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#213 SHUCKLE	Take the Trainer inside the house's Shuckle to keep it safe. If it likes you, the Trainer will give it to you.											

## Route 42



	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#21 SPEAROW	MANY		MANY		NONE		MANY		MANY		NONE	
#41 ZUBAT	NONE		NONE		MANY		NONE		NONE		MANY	
#56 MANKEY	MANY		MANY		MANY		NONE		NONE		NONE	
#179 MAREEP	MANY		MANY		MANY		MANY		MANY		MANY	
#180 FLAFFFY	MANY		MANY		MANY		MANY		MANY		MANY	
#118 GOLDEN	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#119 SEAKING	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Mt. Mortar (1st & 2nd Floors)



	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#19 RATTATA	MANY		MANY		MANY		MANY		MANY		MANY	
#41 ZUBAT	MANY		MANY		MANY		MANY		MANY		MANY	
#66 MACHOP	MANY		MANY		MANY		MANY		MANY		MANY	
#74 GEODUDE	FEW		FEW		FEW		FEW		FEW		FEW	
#183 MARILL	FEW		FEW		FEW		FEW		FEW		FEW	
#183 MARILL	MANY		MANY		MANY		MANY		MANY		MANY	
#118 GOLDEN	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#119 SEAKING	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#183 MARILL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S

## Mt. Mortar (Inside 1st Floor)

	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#41 ZUBAT	FEW	FEW	FEW	FEW	FEW	FEW
#66 MACHOP	MANY	MANY	MANY	MANY	MANY	MANY
#74 GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY

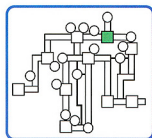
## Mt. Mortar (Inside 2nd Floor)

	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#20 RATICATE	MANY	MANY	MANY	MANY	MANY	MANY
#42 GOLBAT	FEW	FEW	FEW	FEW	FEW	FEW
#66 MACHOP	FEW	FEW	FEW	FEW	FEW	FEW
#67 MACHOKE	MANY	MANY	MANY	MANY	MANY	MANY
#74 GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY
#75 GRAVELER	MANY	MANY	MANY	MANY	MANY	MANY
#118 GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S
#119 SEAKING	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

## Mt. Mortar (Inside Basement)

	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#20 RATICATE	FEW	FEW	FEW	FEW	FEW	FEW
#41 ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#66 MACHOP	MANY	MANY	MANY	MANY	MANY	MANY
#74 GEODUDE	FEW	FEW	FEW	FEW	FEW	FEW
#118 GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S
#119 SEAKING	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S
#236 TYROGUE	Defeat the Karate King to earn Tyrogue.					

## Rocket Hideout (1st Basement)



	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#74 GEODUDE	Geodude may appear and attack from Team Rocket's booby-trapped floor.					
#100 VOLTORB	Voltorb may appear and attack from Team Rocket's booby-trapped floor.					
#109 KOFFING	Koffing may appear and attack from Team Rocket's booby-trapped floor.					

## Rocket Hideout (2nd Basement)

	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#101 ELECTRODE	Defeat and capture the Electrode powering Team Rocket's contraption.					

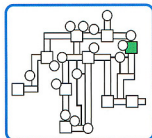
## Ice Path (2nd Basement)

GOLD				SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#41 ZUBAT	MANY	MANY	MANY	FEW	NONE	FEW
#42 GOLBAT	MANY	MANY	MANY	MANY	MANY	MANY
#124 JYNX	FEW	MANY	FEW	FEW	MANY	FEW
#220 SWINUB	MANY	MANY	MANY	MANY	MANY	MANY
#225 DELIBIRD	NONE	NONE	NONE	MANY	MANY	MANY

## Ice Path (3rd Basement)

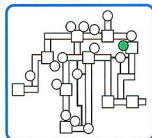
GOLD				SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#41 ZUBAT	MANY	MANY	MANY	FEW	NONE	FEW
#42 GOLBAT	MANY	MANY	MANY	MANY	MANY	MANY
#124 JYNX	FEW	MANY	FEW	FEW	MANY	FEW
#220 SWINUB	MANY	MANY	MANY	MANY	MANY	MANY
#225 DELIBIRD	NONE	NONE	NONE	MANY	MANY	MANY

## Blackthorn City



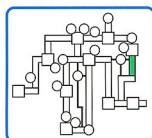
GOLD				SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#60 POLIWAG	NONE	O G S	NONE	NONE	O G S	NONE
#129 MAGIKARP	MANY	O G S	MANY	O G S	MANY	O G S
#112 RHYDON	Trade a female Dragonair for a Rhydon with a Trainer inside a house in Blackthorn City.					

## Dragon's Den



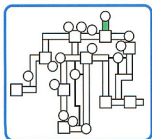
GOLD				SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#129 MAGIKARP	MANY	O G S	MANY	O G S	MANY	O G S
#147 DRATINI	MANY	O G S	MANY	O G S	MANY	O G S
#148 DRAGONAIR	NONE	O G S	NONE	NONE	O G S	NONE

## Route 45



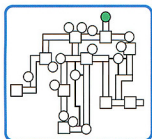
GOLD				SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#74 GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY
#75 GRAVELER	MANY	MANY	MANY	MANY	MANY	MANY
#207 GLIGAR	MANY	MANY	MANY	NONE	NONE	NONE
#216 TEDDIURSA	MANY	MANY	MANY	NONE	NONE	NONE
#227 SKARMORY	NONE	NONE	NONE	FEW	FEW	FEW
#231 PHANPY	NONE	NONE	NONE	MANY	MANY	MANY
#129 MAGIKARP	MANY	O G S	MANY	O G S	MANY	O G S
#147 DRATINI	NONE	O G S	NONE	NONE	O G S	NONE
#148 DRAGONAIR	NONE	O G S	NONE	NONE	O G S	NONE

## Route 43



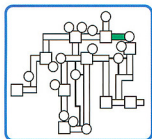
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#17 PIDGEOTTO	MANY		MANY		NONE		MANY		MANY		NONE	
#48 VENONAT	FEW		NONE		MANY		FEW		NONE		MANY	
#164 NOCTOWL	NONE		NONE		MANY		NONE		NONE		MANY	
#179 MAREEP	MANY		MANY		FEW		MANY		MANY		FEW	
#180 FLAAFFY	MANY		MANY		MANY		MANY		MANY		MANY	
#203 GIRAFARIG	MANY		MANY		MANY		MANY		MANY		MANY	
#60 POLIWAG	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S

## Lake of Rage



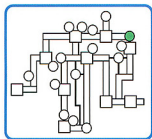
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#129 MAGIKARP	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#130 GYARADOS	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#130 GYARADOS	Surf out to the red Gyarados on the north side of the lake.											

## Route 44



	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#69 BELLSPOUNT	MANY		MANY		MANY		MANY		MANY		MANY	
#70 WEEPINBELL	MANY		MANY		MANY		MANY		MANY		MANY	
#108 LICKITUNG	MANY		MANY		MANY		MANY		MANY		MANY	
#114 TANGELA	MANY		MANY		MANY		MANY		MANY		MANY	
#60 POLIWAG	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#61 POLIWHIRL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#223 REMORAID	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

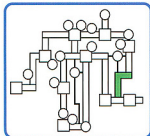
## Ice Path (1st Floor and 1st Basement)



	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#41 ZUBAT	MANY		MANY		MANY		FEW		NONE		FEW	
#42 GOLBAT	MANY		MANY		MANY		MANY		MANY		MANY	
#124 JYNX	FEW		MANY		FEW		FEW		MANY		FEW	
#220 SWINUB	MANY		MANY		MANY		MANY		MANY		MANY	
#225 DELIBIRD	NONE		NONE		NONE		MANY		MANY		MANY	

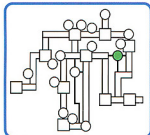


## Route 46



		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19	RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#21	SPEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#74	GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY

## Dark Cave (Violet City Side)

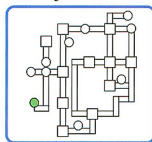


		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#41	ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#74	GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY
#206	DUNSPARCE (BEFORE CALL)	FEW	FEW	FEW	FEW	FEW	FEW
#206	DUNSPARCE (AFTER CALL)	MANY	MANY	MANY	MANY	MANY	MANY
#118	GOLDEEN	NONE	O G S	NONE	O G S	NONE	O G S
#119	SEAKING	NONE	O G S	NONE	O G S	NONE	O G S
#129	MAGIKARP	MANY	O G S	MANY	O G S	MANY	O G S

## Dark Cave (Blackthorn City Side)

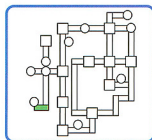
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#41	ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#42	GOLBAT	FEW	FEW	FEW	FEW	FEW	FEW
#74	GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY
#75	GRAVELER	MANY	MANY	MANY	MANY	MANY	MANY
#202	WOBBUFFET	MANY	MANY	MANY	MANY	MANY	MANY
#118	GOLDEEN	NONE	O G S	NONE	O G S	NONE	O G S
#119	SEAKING	NONE	O G S	NONE	O G S	NONE	O G S
#129	MAGIKARP	MANY	O G S	MANY	O G S	MANY	O G S

## Tohjo Falls



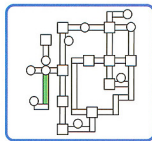
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#19 RATTATA	FEW		FEW		FEW		FEW		FEW		FEW	
#20 RATICATE	MANY		MANY		MANY		MANY		MANY		MANY	
#41 ZUBAT	MANY		MANY		MANY		MANY		MANY		MANY	
#42 GOLBAT	MANY		MANY		MANY		MANY		MANY		MANY	
#79 SLOWPOKE	MANY		MANY		MANY		MANY		MANY		MANY	
#79 SLOWPOKE	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#118 GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#119 SEAKING	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Route 27



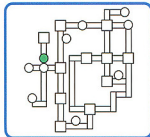
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#20 RATICATE	MANY		MANY		MANY		MANY		MANY		MANY	
#24 ARBOK	NONE		NONE		NONE		MANY		MANY		MANY	
#28 SANDSLASH	FEW		FEW		FEW		NONE		NONE		NONE	
#77 PONYTA	FEW		FEW		FEW		FEW		FEW		FEW	
#84 DODUO	MANY		MANY		NONE		MANY		MANY		NONE	
#85 DODRIO	NONE		NONE		NONE		FEW		FEW		NONE	
#195 QUAGSIRE	NONE		NONE		MANY		NONE		NONE		MANY	
#72 TENTACOO	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#73 TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#90 SHELLDER	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#170 CHINCHOU	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#171 LANTURN	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Route 26



	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#20 RATICATE	FEW		FEW		MANY		MANY		MANY		MANY	
#28 SANDSLASH	MANY		MANY		MANY		NONE		NONE		NONE	
#77 PONYTA	MANY		MANY		MANY		MANY		MANY		MANY	
#84 DODUO	MANY		MANY		NONE		MANY		MANY		FEW	
#85 DODRIO	FEW		FEW		NONE		NONE		NONE		NONE	
#195 QUAGSIRE	NONE		NONE		MANY		NONE		NONE		FEW	
#73 TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#72 TENTACOO	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#90 SHELLDER	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#170 CHINCHOU	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#171 LANTURN	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Victory Road

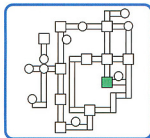


GOLD		
MORNING	DAY	NIGHT

SILVER		
MORNING	DAY	NIGHT

#42 GOLBAT	MANY	MANY	MANY	MANY	MANY	MANY
#75 GRAVELER	MANY	MANY	MANY	MANY	MANY	MANY
#95 ONIX	MANY	MANY	MANY	MANY	MANY	MANY
#111 RHYHORN	FEW	FEW	FEW	FEW	FEW	FEW
#217 URSARING	MANY	MANY	MANY	NONE	NONE	NONE
#232 DONPHAN	NONE	NONE	NONE	MANY	MANY	MANY

## Vermilion City

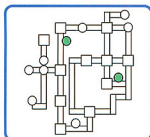


GOLD		
MORNING	DAY	NIGHT

SILVER		
MORNING	DAY	NIGHT

#72 TENTACOOL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#73 TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#90 SHELLER	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#170 CHINCHOU	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#171 LANTURN	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#143 SNORLAX	Woke the Snorlax blocking Diglett's Cave with your radio, then battle it.													

## Diglett's Cave

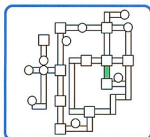


GOLD		
MORNING	DAY	NIGHT

SILVER		
MORNING	DAY	NIGHT

#50 DIGLETT	MANY	MANY	MANY	MANY	MANY	MANY
#51 DUGTRIO	MANY	MANY	MANY	MANY	MANY	MANY

## Route 6

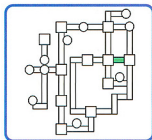


GOLD		
MORNING	DAY	NIGHT

SILVER		
MORNING	DAY	NIGHT

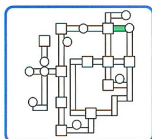
#16	PIDGEY	MANY	MANY	NONE	MANY	MANY	NONE						
#43	ODDISH	NONE	NONE	MANY	NONE	NONE	MANY						
#52	MEOWTH	NONE	NONE	NONE	MANY	MANY	MANY						
#63	ABRA	MANY	MANY	MANY	MANY	MANY	MANY						
#69	BELSPROUT	MANY	MANY	MANY	MANY	MANY	MANY						
#81	MAGNEMITE	MANY	MANY	MANY	MANY	MANY	MANY						
#54	PSYDUCK	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#55	GOLDDUCK	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#60	POLIWHAG	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Route 8



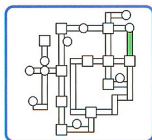
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#17 PIDGEOTTO	MANY	MANY	NONE	MANY	MANY	NONE
#37 VULPIX	NONE	NONE	NONE	MANY	MANY	FEW
#52 MEOWTH	NONE	NONE	NONE	MANY	MANY	MANY
#58 GROWLITHE	MANY	MANY	FEW	NONE	NONE	NONE
#63 ABRA	MANY	MANY	MANY	MANY	MANY	MANY
#64 KADABRA	FEW	FEW	FEW	FEW	FEW	FEW
#93 HAUNTER	NONE	NONE	MANY	NONE	NONE	MANY
#164 NOCTOWL	NONE	NONE	MANY	NONE	NONE	MANY

## Route 9



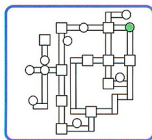
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#20 RATICATE	MANY	MANY	MANY	MANY	MANY	MANY
#21 SPEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#22 FEAROW	FEW	FEW	NONE	FEW	FEW	NONE
#56 MANKEY	MANY	MANY	MANY	NONE	NONE	NONE
#57 PRIMEAPE	FEW	FEW	FEW	NONE	NONE	NONE
#118 GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S
#119 SEAKING	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

## Route 10



	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#20 RATICATE	MANY	MANY	MANY	MANY	MANY	MANY
#21 SPEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#22 FEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#100 VOLTORB	MANY	MANY	MANY	MANY	MANY	MANY
#125 ELECTABUZZ	FEW	MANY	FEW	FEW	MANY	FEW
#195 QUAGSIRE	NONE	NONE	MANY	NONE	NONE	MANY
#118 GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S
#119 SEAKING	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

## Rock Tunnel (1st Basement)



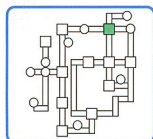
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#41 ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#66 MACHOP	MANY	MANY	MANY	MANY	MANY	MANY
#67 MACHOKE	FEW	FEW	FEW	FEW	FEW	FEW
#74 GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY
#104 CUBONE	MANY	MANY	MANY	MANY	MANY	MANY



## Rock Tunnel (2nd Basement)

	GOLD						SILVER					
	MORNING	DAY		NIGHT			MORNING	DAY		NIGHT		
#41 ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#74 GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#95 ONIX	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#104 CUBONE	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#105 MAROWAK	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW
#115 KANGASKHAN	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW	FEW

## Cerulean City

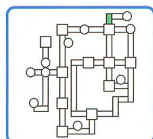


	GOLD						SILVER					
	MORNING	DAY		NIGHT			MORNING	DAY		NIGHT		
#118 GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#119 SEAKING	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Cerulean City (Cerulean Gym)

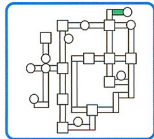
	GOLD						SILVER					
	MORNING	DAY		NIGHT			MORNING	DAY		NIGHT		
#98 KRABBY	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#99 KINGLER	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#120 STARYU	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#222 CORSOLA	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Route 24



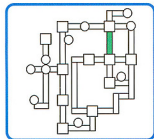
	GOLD						SILVER					
	MORNING	DAY		NIGHT			MORNING	DAY		NIGHT		
#43 ODDISH	NONE	NONE	NONE	MANY	NONE	NONE	NONE	NONE	NONE	NONE	NONE	MANY
#48 VENONAT	FEW	NONE	NONE	MANY	FEW	NONE	FEW	NONE	NONE	NONE	NONE	MANY
#49 VENOMOTH	NONE	NONE	NONE	FEW	NONE	NONE	NONE	NONE	NONE	NONE	NONE	FEW
#63 ABRA	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#69 BELLSPOUNT	MANY	MANY	MANY	FEW	MANY	MANY	MANY	MANY	MANY	MANY	MANY	FEW
#70 WEEPINBELL	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#191 SUNKERN	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE	NONE
#118 GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#119 SEAKING	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Route 25



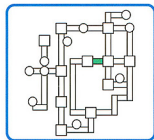
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#16 PIDGEY	MANY	MANY	NONE	MANY	MANY	NONE
#17 PIDGEOTTO	FEW	FEW	NONE	FEW	FEW	NONE
#43 ODDISH	NONE	NONE	MANY	NONE	NONE	MANY
#48 VENONAT	MANY	NONE	MANY	MANY	NONE	MANY
#49 VENOMOTH	NONE	NONE	MANY	NONE	NONE	MANY
#63 ABRA	MANY	MANY	MANY	MANY	MANY	MANY
#69 BELLSPOUT	MANY	MANY	FEW	MANY	MANY	FEW
#70 WEEPINBELL	MANY	MANY	MANY	MANY	MANY	MANY
#118 GOLDEN	MANY	O G S	MANY	O G S	MANY	O G S
#119 SEAKING	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

## Route 5



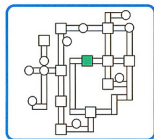
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#16 PIDGEY	MANY	MANY	NONE	MANY	MANY	NONE
#43 ODDISH	NONE	NONE	MANY	NONE	NONE	MANY
#44 GLOOM	NONE	NONE	MANY	NONE	NONE	MANY
#52 MEOWTH	NONE	NONE	NONE	MANY	MANY	MANY
#63 ABRA	MANY	MANY	MANY	MANY	MANY	MANY
#69 BELLSPOUT	MANY	MANY	MANY	MANY	MANY	MANY

## Route 7



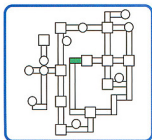
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	NONE	NONE	NONE
#20 RATICATE	MANY	MANY	MANY	MANY	MANY	MANY
#21 SPEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#37 VULPIX	NONE	NONE	NONE	MANY	MANY	MANY
#52 MEOWTH	NONE	NONE	NONE	MANY	MANY	MANY
#53 PERSIAN	NONE	NONE	NONE	FEW	FEW	FEW
#58 GROWLITHE	MANY	MANY	MANY	NONE	NONE	NONE
#198 MURKROW	NONE	NONE	MANY	NONE	NONE	MANY
#228 HOUNDOUR	NONE	NONE	FEW	NONE	NONE	FEW

## Celadon City



	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#88 GRIMER	MANY	O G S	MANY	O G S	MANY	O G S
#89 MUK	MANY	O G S	MANY	O G S	MANY	O G S
#113 Eevee	Eevee is a prize in the Celadon City Game Corner. You need to turn in 6,666 coins to get it.					
#122 MR. MIME	Mr. Mime is a prize in the Celadon City Game Corner. You need to turn in 3,333 coins to get it.					
#137 PORTAGON	Porygon is a prize in the Celadon City Game Corner. You need to turn in 9,999 coins to get it.					

## Route 16

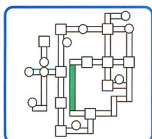


GOLD		
MORNING	DAY	NIGHT

SILVER		
MORNING	DAY	NIGHT

#22 FEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#88 GRIMER	MANY	MANY	MANY	MANY	MANY	MANY
#89 MUK	FEW	FEW	FEW	FEW	FEW	FEW
#198 MURKROW	NONE	NONE	MANY	NONE	NONE	MANY
#218 SLUGMA	FEW	FEW	FEW	FEW	FEW	FEW

## Route 17

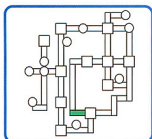


GOLD		
MORNING	DAY	NIGHT

SILVER		
MORNING	DAY	NIGHT

#22 FEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#88 GRIMER	MANY	MANY	MANY	MANY	MANY	MANY
#89 MUK	FEW	FEW	MANY	FEW	FEW	MANY
#218 SLUGMA	FEW	MANY	FEW	FEW	MANY	FEW

## Route 18

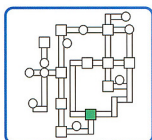


GOLD		
MORNING	DAY	NIGHT

SILVER		
MORNING	DAY	NIGHT

#22 FEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#88 GRIMER	MANY	MANY	MANY	MANY	MANY	MANY
#89 MUK	FEW	FEW	MANY	FEW	FEW	MANY
#218 SLUGMA	FEW	MANY	FEW	FEW	MANY	FEW

## Fuchsia City

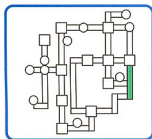


GOLD		
MORNING	DAY	NIGHT

SILVER		
MORNING	DAY	NIGHT

#129 MAGIKARP	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#130 GYARADOS	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Route 12

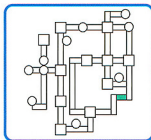


GOLD		
MORNING	DAY	NIGHT

SILVER		
MORNING	DAY	NIGHT

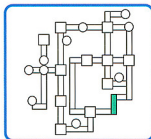
#72 TENTACOO	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#73 TENTACUEL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#195 QUAGSIRE	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#211 QWILFISH	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Route 13



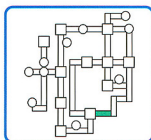
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#17 PIDGEOTTO	MANY		MANY		NONE		MANY		MANY		NONE	
#30 NIDORINA	MANY		MANY		MANY		MANY		MANY		MANY	
#33 NIDORINO	MANY		MANY		MANY		MANY		MANY		MANY	
#113 CHANSEY	FEW		FEW		FEW		FEW		FEW		FEW	
#164 NOCTOWL	NONE		NONE		MANY		NONE		NONE		MANY	
#187 HOPPIP	MANY		MANY		NONE		MANY		MANY		NONE	
#195 QUAGSIRE	NONE		NONE		MANY		NONE		NONE		MANY	
#72 TENTACOO	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S
#73 TENTACRUEL	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S
#129 MAGIKARP	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S
#195 QUAGSIRE	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S
#211 QWILFISH	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S

## Route 14



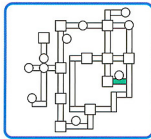
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#17 PIDGEOTTO	MANY		MANY		NONE		MANY		MANY		NONE	
#30 NIDORINA	MANY		MANY		MANY		MANY		MANY		MANY	
#33 NIDORINO	MANY		MANY		MANY		MANY		MANY		MANY	
#113 CHANSEY	FEW		FEW		FEW		FEW		FEW		FEW	
#164 NOCTOWL	NONE		NONE		MANY		NONE		NONE		MANY	
#187 HOPPIP	MANY		MANY		NONE		MANY		MANY		NONE	
#188 SKIPLOOM	MANY		MANY		NONE		MANY		MANY		NONE	
#195 QUAGSIRE	NONE		NONE		MANY		NONE		NONE		MANY	
#142 AERODACTYL	Trade a Chansey to a Trainer for her Aerodactyl.											

## Route 15



	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#17 PIDGEOTTO	MANY		MANY		NONE		MANY		MANY		NONE	
#30 NIDORINA	MANY		MANY		MANY		MANY		MANY		MANY	
#33 NIDORINO	MANY		MANY		MANY		MANY		MANY		MANY	
#113 CHANSEY	FEW		FEW		FEW		FEW		FEW		FEW	
#164 NOCTOWL	NONE		NONE		MANY		NONE		NONE		MANY	
#187 HOPPIP	MANY		MANY		NONE		MANY		MANY		NONE	
#195 QUAGSIRE	NONE		NONE		MANY		NONE		NONE		MANY	

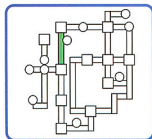
## Route 11



	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#19 RATTATA	MANY		MANY		MANY		MANY		MANY		MANY	
#81 MAGNEMITE	MANY		MANY		MANY		MANY		MANY		MANY	
#96 DROWZEE	MANY		MANY		MANY		MANY		MANY		MANY	
#97 HYPNO	MANY		MANY		MANY		MANY		MANY		MANY	

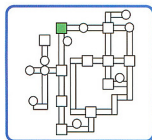


## Route 2



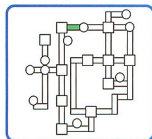
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#10 CATERPIE	MANY	MANY	NONE	NONE	NONE	NONE
#11 METAPOD	MANY	MANY	NONE	NONE	NONE	NONE
#12 BUTTERFREE	MANY	NONE	NONE	NONE	NONE	NONE
#13 WEEDLE	NONE	NONE	NONE	MANY	MANY	NONE
#14 KAKUNA	NONE	NONE	NONE	MANY	MANY	NONE
#15 BEEDRILL	NONE	NONE	NONE	MANY	NONE	NONE
#16 PIDGEY	MANY	MANY	NONE	NONE	MANY	NONE
#17 PIDGEOTTO	FEW	FEW	NONE	NONE	FEW	NONE
#25 PIKACHU	FEW	FEW	FEW	FEW	FEW	FEW
#163 HOOTHOOT	NONE	NONE	MANY	NONE	NONE	MANY
#164 NOCTOWL	NONE	NONE	MANY	NONE	NONE	MANY
#165 LEDYBA	NONE	NONE	NONE	MANY	NONE	NONE
#166 LEDIAN	NONE	NONE	NONE	FEW	NONE	NONE
#167 SPINARAK	NONE	NONE	MANY	NONE	NONE	NONE
#168 ARIADOS	NONE	NONE	FEW	NONE	NONE	NONE

## Pewter City



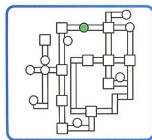
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#78 RAPIDASH	Trade a Gloom to the man in the Pokémon Center for his Rapidash.					

## Route 3



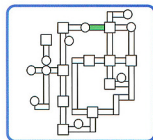
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#21 SPEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#23 EKANS	NONE	NONE	NONE	MANY	MANY	MANY
#24 ARBOK	NONE	NONE	NONE	FEW	FEW	FEW
#39 JIGGLYPUFF	MANY	MANY	MANY	MANY	MANY	MANY
#41 ZUBAT	NONE	NONE	MANY	NONE	NONE	MANY

## Mt. Moon



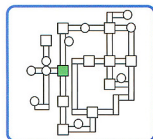
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#27 SANDSHREW	MANY	MANY	MANY	NONE	NONE	NONE
#28 SANDSLASH	FEW	FEW	FEW	NONE	NONE	NONE
#35 CLEFAIRY	FEW	FEW	FEW	FEW	FEW	FEW
#41 ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#46 PARAS	MANY	MANY	MANY	MANY	MANY	MANY
#74 GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY

## Route 4



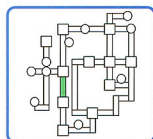
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#19 RATTATA	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#21 SPEAROW	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	NONE	O G S
#23 EKANS	NONE	O G S	NONE	O G S	NONE	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#24 ARBOK	NONE	O G S	NONE	O G S	NONE	O G S	FEW	O G S	FEW	O G S	FEW	O G S
#39 JIGGLYPUFF	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#41 ZUBAT	NONE	O G S	NONE	O G S	MANY	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#118 GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#119 SEAKING	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Viridian City



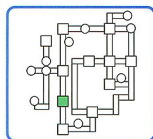
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#60 POLIWAG	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#61 POLIWHIRL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Route 1



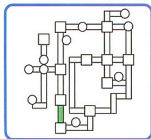
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#16 PIDGEY	MANY	O G S	MANY	O G S	NONE	O G S	MANY	O G S	MANY	O G S	NONE	O G S
#19 RATTATA	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#161 SENTRET	MANY	O G S	MANY	O G S	NONE	O G S	MANY	O G S	MANY	O G S	NONE	O G S
#162 FURRET	FEW	O G S	FEW	O G S	NONE	O G S	FEW	O G S	FEW	O G S	NONE	O G S
#163 HOOTHOOT	NONE	O G S	NONE	O G S	MANY	O G S	NONE	O G S	NONE	O G S	MANY	O G S

## Pallet Town



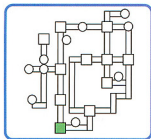
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#72 TENTACOOOL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#73 TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#90 SHELLDER	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#170 CHINCHOU	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#171 LANTURN	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Route 21



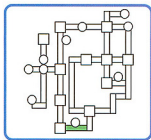
	GOLD								SILVER							
	MORNING				DAY				NIGHT				MORNING			
	MANY				MANY				MANY				MANY			
#114 TANGELA	MANY				FEW				FEW				FEW			
#122 MR. MIME	MANY				MANY				MANY				MANY			
#72 TENTACOO	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S
#73 TENTACRUEL	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S
#90 SHELLDER	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S
#129 MAGIKARP	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S
#170 CHINCHOU	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S
#171 LANTURN	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S

## Cinnabar Island



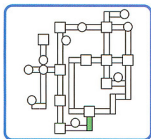
	GOLD								SILVER							
	MORNING				DAY				NIGHT				MORNING			
	MANY				MANY				MANY				MANY			
#72 TENTACOO	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S
#73 TENTACRUEL	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S
#90 SHELLDER	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S
#129 MAGIKARP	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S
#170 CHINCHOU	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S
#171 LANTURN	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S

## Route 20



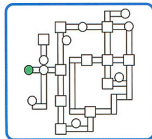
	GOLD								SILVER							
	MORNING				DAY				NIGHT				MORNING			
	MANY				MANY				MANY				MANY			
#72 TENTACOO	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S
#73 TENTACRUEL	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S
#90 SHELLDER	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S
#129 MAGIKARP	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S
#170 CHINCHOU	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S
#171 LANTURN	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S

## Route 19



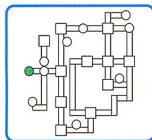
	GOLD								SILVER							
	MORNING				DAY				NIGHT				MORNING			
	MANY				MANY				MANY				MANY			
#72 TENTACOO	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S
#73 TENTACRUEL	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S	MANY	0	G	S
#98 KRABBY	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S
#99 KINGLER	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S
#120 STARYU	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S
#129 MAGIKARP	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S
#222 CORSOLA	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S	NONE	0	G	S

## Mt. Silver (1st & 2nd Floors)



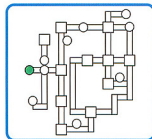
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#42 GOLBAT	FEW		FEW		FEW		FEW		FEW		FEW	
#55 GOLDUCK	MANY		MANY		MANY		MANY		MANY		MANY	
#195 QUAGSIRE	MANY		MANY		MANY		MANY		MANY		MANY	
#200 MISDREAVUS	NONE		NONE		MANY		NONE		NONE		MANY	
#217 URSARING	MANY		MANY		MANY		NONE		NONE		NONE	
#232 DONPHAN	NONE		NONE		NONE		MANY		MANY		MANY	
#246 LARVITAR	FEW		FEW		FEW		FEW		FEW		FEW	
#118 GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#119 SEAKING	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Mt. Silver (Inside 2nd Floor)



	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#42 GOLBAT	MANY		MANY		MANY		MANY		MANY		MANY	
#55 GOLDUCK	FEW		FEW		FEW		FEW		FEW		FEW	
#95 ONIX	MANY		MANY		MANY		MANY		MANY		MANY	
#217 URSARING	MANY		MANY		MANY		NONE		NONE		NONE	
#232 DONPHAN	NONE		NONE		NONE		MANY		MANY		MANY	
#246 LARVITAR	FEW		FEW		FEW		FEW		FEW		FEW	

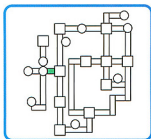
## Mt. Silver (2nd Floor—Small Room)



	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#42 GOLBAT	FEW		FEW		FEW		FEW		FEW		FEW	
#55 GOLDUCK	MANY		MANY		MANY		MANY		MANY		MANY	
#195 QUAGSIRE	MANY		MANY		MANY		MANY		MANY		MANY	
#200 MISDREAVUS	NONE		NONE		MANY		NONE		NONE		MANY	
#217 URSARING	MANY		MANY		MANY		NONE		NONE		NONE	
#232 DONPHAN	NONE		NONE		NONE		MANY		MANY		MANY	
#246 LARVITAR	FEW		FEW		FEW		FEW		FEW		FEW	

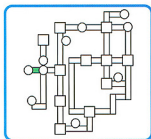


## Route 22



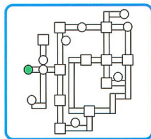
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#19 RATTATA	MANY		MANY		MANY		MANY		MANY		MANY	
#21 SPEAROW	MANY		MANY		NONE		MANY		MANY		NONE	
#22 FEAROW	FEW		FEW		NONE		FEW		FEW		NONE	
#77 PONYTA	FEW		FEW		FEW		FEW		FEW		FEW	
#84 DODUO	MANY		MANY		NONE		MANY		MANY		NONE	
#60 POLIWAG	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#61 POLIWHIRL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Route 28



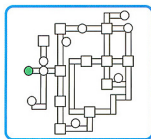
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#77 PONYTA	MANY		MANY		MANY		MANY		MANY		MANY	
#78 RAPIDASH	MANY		MANY		MANY		MANY		MANY		MANY	
#84 DODUO	FEW		FEW		NONE		FEW		FEW		NONE	
#85 DODRIO	FEW		FEW		NONE		FEW		FEW		NONE	
#114 TANGELA	MANY		MANY		MANY		MANY		MANY		MANY	
#215 SNEASEL	NONE		NONE		MANY		NONE		NONE		MANY	
#217 URSARING	MANY		MANY		MANY		NONE		NONE		NONE	
#232 DONPHAN	NONE		NONE		NONE		MANY		MANY		MANY	
#60 POLIWAG	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#61 POLIWHIRL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Mt. Silver



	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#77 PONYTA	MANY		MANY		MANY		MANY		MANY		MANY	
#78 RAPIDASH	MANY		MANY		MANY		MANY		MANY		MANY	
#84 DODUO	FEW		FEW		NONE		FEW		FEW		NONE	
#85 DODRIO	FEW		FEW		NONE		FEW		FEW		NONE	
#114 TANGELA	MANY		MANY		MANY		MANY		MANY		MANY	
#215 SNEASEL	NONE		NONE		MANY		NONE		NONE		MANY	
#217 URSARING	MANY		MANY		MANY		NONE		NONE		NONE	
#232 DONPHAN	NONE		NONE		NONE		MANY		MANY		MANY	
#60 POLIWAG	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#61 POLIWHIRL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

## Silver Cave



	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#42 GOLBAT	FEW		FEW		FEW		FEW		FEW		FEW	
#75 GRAVELER	MANY		MANY		MANY		MANY		MANY		MANY	
#95 ONIX	MANY		MANY		MANY		MANY		MANY		MANY	
#217 URSARING	MANY		MANY		MANY		NONE		NONE		NONE	
#232 DONPHAN	NONE		NONE		NONE		MANY		MANY		MANY	
#246 LARVITAR	FEW		FEW		FEW		FEW		FEW		FEW	

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#83 ABRA							
TYPE: PSYCHIC							
ROUTE 5	12, 14	M	M	M	M	M	M
ROUTE 6	12, 14	M	M	M	M	M	M
ROUTE 8	15	M	M	M	M	M	M
ROUTE 24	9	M	M	M	M	M	M
ROUTE 25	9	M	M	M	M	M	M
ROUTE 34	10	M	M	M	M	M	M
ROUTE 35	10	M	M	M	M	M	M
GOLDENROD CITY (GAME CORNER)	10	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE
#142 AERODACTYL							
TYPE: ROCK/FLYING							
ROUTE 14	-	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE
#190 AIPOM							
TYPE: NORMAL							
JOHTO (HEADBUTT)	10	HB	HB	HB	HB	HB	HB
#65 ALAKAZAM							
TYPE: PSYCHIC							
EVOLVE FROM KADABRA (TRADE)							
#101 AMPHAROS							
TYPE: ELECTRIC							
EVOLVE FROM FLAAFFY (LEV 30)							
#24 ARBOK							
TYPE: POISON							
ROUTE 3	10	N	N	N	F	F	F
ROUTE 4	10	N	N	N	F	F	F
ROUTE 26	30	N	N	N	F	F	F
ROUTE 27	28	N	N	N	M	M	M
#50 ARCANINE							
TYPE: FIRE							
EVOLVE FROM GROWLITHE (FIRE STONE)							
#168 ARIADOS							
TYPE: BUG/POISON							
ROUTE 2	7	F	F	F	N	N	N
#144 ARTICUNO							
TYPE: ICE/FLYING							
MUST BE TRADED FROM RED, BLUE OR YELLOW		N	N	N	N	N	N
#184 AZUMARILL							
TYPE: WATER							
EVOLVE FROM MARILL (LEV 18)							
#153 BAYLEEF							
TYPE: GRASS							
EVOLVE FROM CHIKORITA (LEV 16)							
#15 BEEDRILL							
TYPE: BUG/POISON							
JOHTO (HEADBUTT)	10	N	N	N	HB	HB	HB
ROUTE 2	7	N	N	N	M	N	N
NATIONAL PARK	12-15	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#182 BELLOSSOM							
TYPE: GRASS							
EVOLVE FROM GLOOM (SUN STONE)							
#68 BELLSPOUT							
TYPE: GRASS/POISON							
ROUTE 5	13	M	M	M	M	M	M
ROUTE 6	13	M	M	M	M	M	M
ROUTE 24	8, 10	M	M	M	N	M	N
ROUTE 24	10	N	N	N	F	N	F
ROUTE 25	10	M	M	F	M	M	F
ROUTE 31	3	M	M	M	M	M	M
ROUTE 32	6	M	M	M	M	M	M
ROUTE 44	22	M	N	M	N	M	N

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#9 BLASTOISE							
TYPE: WATER							
EVOLVE FROM WARTORTLE (LEV 36)		(MUST BE TRADED FROM RED, BLUE OR YELLOW)	N	N	N	N	N
#242 BLISSEY							
TYPE: NORMAL							
EVOLVE FROM CHANSEY (FRIENDSHIP)							
#1 BULBASAUUR							
TYPE: GRASS/POISON							
MUST BE TRADED FROM RED, BLUE OR YELLOW		N	N	N	N	N	N
#12 BUTTERFREE							
TYPE: BUG/FLYING							
JOHTO (HEADBUTT)	10	HB	HB	HB	N	N	N
ROUTE 2	7	M	N	N	N	N	N
NATIONAL PARK	12-15	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#10 CATERPIE							
TYPE: BUG							
JOHTO (HEADBUTT)	10	HB	HB	HB	N	N	N
ROUTE 2	3	M	M	N	N	N	N
ROUTE 30	3, 4	M	M	N	N	N	N
ROUTE 31	4, 5	M	M	N	N	N	N
ILEX FOREST	5, 6	M	M	N	N	N	N
NATIONAL PARK	10, 12	M	N	N	N	N	N
NATIONAL PARK	10	N	N	N	N	N	N
NATIONAL PARK	7-18	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#113 CHANSEY							
TYPE: NORMAL							
ROUTE 13	25	F	F	F	F	F	F
ROUTE 14	25	F	F	F	F	F	F
ROUTE 15	25	F	F	F	F	F	F
#8 CHARIZARD							
TYPE: FIRE/FLYING							
EVOLVE FROM CHARMELEON (LEV 36)		(MUST BE TRADED FROM RED, BLUE OR YELLOW)	N	N	N	N	N
#4 CHARMANDER							
TYPE: FIRE							
MUST BE TRADED FROM RED, BLUE OR YELLOW		N	N	N	N	N	N
#5 CHARMELEON							
TYPE: FIRE							
EVOLVE FROM CHARMANDER (LEV 16)		(MUST BE TRADED FROM RED, BLUE OR YELLOW)	N	N	N	N	N
#152 CHIKORITA							
TYPE: GRASS							
NEW BARK TOWN	5	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#170 CHINCHOU							
TYPE: WATER/ELECTRIC							
ROUTE 20	20, 40	R	R	R	R	R	R
ROUTE 21	20, 40	R	R	R	R	R	R
ROUTE 26	20, 40	R	R	R	R	R	R
ROUTE 27	20, 40	R	R	R	R	R	R
ROUTE 41	20, 40	R	R	R	R	R	R
OLIVINE CITY (BAY)	20, 40	R	R	R	R	R	R
VERMILION CITY	20, 40	R	R	R	R	R	R
VERMILION CITY (BAY)	20, 40	R	R	R	R	R	R
CINNABAR TOWN	20, 40	R	R	R	R	R	R
PALLET TOWN	20, 40	R	R	R	R	R	R
NEW BARK TOWN	20, 40	R	R	R	R	R	R
#36 CLEFABLE							
TYPE: NORMAL							
EVOLVE FROM CLEFAIRY (MOON STONE)							
#35 CLEFAIRY							
TYPE: NORMAL							
MT. MOON	8	F	F	F	F	F	F

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#173 CLEFFA							
MUST HATCH AT POKÉMON BREEDING CENTER							
#91 CLOYSTER							
EVOLVE FROM SHELLDER (WATER STONE)							
#222 CORSOLA							
ROUTE 19	20, 40	R	R	N	R	R	N
ROUTE 34	20, 40	R	R	N	R	R	N
ROUTE 40	20, 40	R	R	N	R	R	N
OLIVINE CITY	20, 40	R	R	N	R	R	N
CLAMWOOD CITY	20, 40	R	R	N	R	R	N
UNION CAVE B2	20, 40	R	R	N	R	R	N
CERULEAN CITY (GYM)	20, 40	R	R	N	R	R	N
CHERRY GROVE CITY	20, 40	R	R	N	R	R	N
#189 CROBAT							
EVOLVE FROM GOLBAT (FRIENDSHIP)							
#159 CROCONAW							
EVOLVE FROM TOTODILE (LEV 18)							
#104 CUBONE							
ROCK TUNNEL B1	10, 13	M	M	M	M	M	M
ROCK TUNNEL B2	12	M	M	M	M	M	M
#155 CYNDQUAIL							
NEW BARK TOWN 5 EVENT EVENT EVENT EVENT EVENT EVENT							
#225 DELIBIRD							
ICE PATH 1F	22	N	N	N	M	M	M
ICE PATH B1	22	N	N	N	M	M	M
ICE PATH B2	23	N	N	N	M	M	M
ICE PATH B3	24	N	N	N	M	M	M
#87 DEWGONG							
EVOLVE FROM SEEL (LEV 34)							
#50 DIGLETT							
DIGLETT'S CAVE 13, 15, 17, 19 M M M M M M M							
#132 DITTO							
ROUTE 34	10	F	F	F	F	F	F
ROUTE 35	10	F	F	F	F	F	F
#85 DODRIO							
ROUTE 26	30	F	F	N	N	N	N
ROUTE 27	30	N	N	N	F	F	N
ROUTE 28	43	F	F	N	F	F	N
MT. SILVER	43	F	F	N	F	F	N
#84 DODUO							
ROUTE 22	4	M	M	N	M	M	N
ROUTE 26	28, 30	M	M	N	M	M	N
ROUTE 27	30	N	N	N	N	N	N
ROUTE 28	28, 30	M	M	N	M	M	N
MT. SILVER	41	F	F	N	F	F	N

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#232 DONPHAN							
ROUTE 28	40	N	N	N	M	M	M
SILVER CAVE	44	N	N	N	M	M	M
MT. SILVER 1F-2F	47	N	N	N	M	M	M
MT. SILVER 2F (SMALL ROOM)	47	N	N	N	M	M	M
MT. SILVER 2F	50	N	N	N	M	M	M
MT. SILVER	42	N	N	N	M	M	M
VICTORY ROAD	33	N	N	N	M	M	M
#188 DRAGONAIR							
ROUTE 45	10	R	R	R	R	R	R
DRAGON'S DEN	40	R	R	R	R	R	R
#189 DRAGONITE							
EVOLVE FROM DRAGONAIR (LEV 55)							
#147 DRATINI							
ROUTE 45	10, 10	R	R	R	R	R	R
GOLDENROD CITY (GAME CORNER)	10	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE
DRAGON'S DEN	20, 40	R	R	R	R	R	R
DRAGON'S DEN	10-14	M	M	M	M	M	M
#86 DROWZEE							
ROUTE 11	14, 16	M	M	M	M	M	M
ROUTE 34	10, 12	M	M	M	M	M	M
ROUTE 35	14	M	M	M	M	M	M
#51 DUGTRIO							
DIGLETT'S CAVE	19, 24, 29	M	M	M	M	M	M
#206 DUNSPARCE							
DARK CAVE (BLACKTHORN CITY SIDE)	2-4	M	M	M	M	M	M
DARK CAVE (BLACKTHORN CITY SIDE)	4	M	M	M	M	M	M
#183 EEEVEE							
GOLDENROD CITY	20	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
CELADON CITY (GAME CORNER)	15	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE
#23 EKANS							
ROUTE 3	8	N	N	N	M	M	M
ROUTE 4	8	N	N	N	M	M	M
ROUTE 32	4	N	N	N	M	M	M
ROUTE 33	7	N	N	N	M	M	M
GOLDENROD CITY (GAME CORNER)	10	PRIZE	PRIZE	PRIZE	N	N	N
#125 ELECTABUZZ							
ROUTE 10	15	F	N	F	F	N	F
ROUTE 10	15, 17	N	M	N	N	N	N
#101 ELECTRODE							
MAHOAGANY TOWN (HIDEOUT B2)	23	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#239 ELEKID							
MUST HATCH AT A POKÉMON BREEDING CENTER							
#244 ENTEI							
JOHTO	40	RANDOM APPEARANCES AROUND JOHTO					



AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#196 <b>ESPEON</b>							
TYPE: PSYCHIC PAGE 67							
EVOLVE FROM Eevee (FRIENDSHIP)							
#102 <b>EXEGGCUTE</b>							
TYPE: GRASS/PSYCHIC PAGE 41							
JOTTO (HEADBUTT)							
#103 <b>EXEGGUTOR</b>							
TYPE: GRASS/PSYCHIC PAGE 41							
EVOLVE FROM EXEGGCUTE (LEAF STONE)							
#83 <b>FARFETCH'D</b>							
TYPE: NORMAL/FLYING PAGE 58							
ROUTE 38	16	M	M	N	M	M	N
ROUTE 39	16	M	M	N	M	M	N
#22 <b>FEAROW</b>							
TYPE: NORMAL/FLYING PAGE 13							
ROUTE 9	15	F	F	N	F	F	N
ROUTE 10	18	M	M	N	M	M	N
ROUTE 16	27, 29	M	M	N	M	M	N
ROUTE 17	28, 30	M	M	N	M	M	N
ROUTE 18	27, 29	M	M	N	M	M	N
ROUTE 22	7	F	F	N	F	F	N
#180 <b>FERALIGATR</b>							
TYPE: WATER PAGE 11							
EVOLVE FROM CROCONAW (LEV 30)							
#180 <b>FLAAFFY</b>							
TYPE: ELECTRIC PAGE 24							
ROUTE 42	15, 17	M	M	N	M	M	N
ROUTE 43	15	M	N	M	N	M	N
ROUTE 43	15, 17	N	M	N	N	M	N
#136 <b>FLAREON</b>							
TYPE: FIRE PAGE 67							
EVOLVE FROM Eevee (FIRE STONE)							
#205 <b>FORRETRESS</b>							
TYPE: BUG/STEEL PAGE 37							
EVOLVE FROM PINICO (LEV 31)							
#182 <b>FURRET</b>							
TYPE: NORMAL PAGE 14							
ROUTE 1	6	F	F	N	F	F	N
#82 <b>GASTLY</b>							
TYPE: GHOST/POISON PAGE 26							
TIN TOWER 2F-9F	20-22	N	N	M	N	N	M
SPROUT TOWER 2F-3F	3-6	N	N	M	N	N	M
#84 <b>GENGAR</b>							
TYPE: GHOST/POISON PAGE 26							
EVOLVE FROM HAUNTER (TRADE)							
#14 <b>GEODUDE</b>							
TYPE: ROCK/GROUND PAGE 18							
ROUTE 45	23	M	M	M	M	M	M
ROUTE 46	2, 3	M	M	N	M	M	N
ROUTE 46	2-4	N	N	M	N	N	M
ROCK TUNNEL B1	10	M	M	M	M	M	M
ROCK TUNNEL B2	12	M	M	M	M	M	M
MT. MOON	3	M	M	M	M	M	M
MT. MOON	10	N	N	N	M	M	M
DARK CAVE (VIOLET CITY SIDE)	2-4	M	M	M	M	M	M
DARK CAVE (BLACKTHORN CITY SIDE)	23	M	M	M	M	M	M
MT. MORTAR 1F (INSIDE)	13, 15	M	M	M	M	M	M
MT. MORTAR 1F-2F	14	F	F	F	F	F	F
MT. MORTAR 2F (INSIDE)	31	M	F	M	M	F	M
MT. MORTAR B1	16	F	F	F	F	F	F
MAHOGANY TOWN (HIDEOUT B1)	21	TRAP	TRAP	TRAP	TRAP	TRAP	TRAP
UNION CAVE IF	6	M	M	M	M	M	M

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
UNION CAVE B1	8	M	M	M	M	M	M
UNION CAVE B2	21	M	M	M	M	M	M
#283 <b>GIRAFARIG</b>							
TYPE: NORMAL/PSYCHIC PAGE 54							
ROUTE 43	15	M	M	M	M	M	M
#207 <b>GLIGAR</b>							
TYPE: GROUND/FLYING PAGE 69							
ROUTE 45	24	M	M	M	N	N	N
#44 <b>GLOOM</b>							
TYPE: GRASS/POISON PAGE 34							
ROUTE 5	15	N	N	M	N	N	M
#42 <b>GOLBAT</b>							
TYPE: POISON/FLYING PAGE 19							
WHIRL ISLANDS 1F	23	F	F	F	F	F	F
WHIRL ISLANDS B1	24	F	F	F	F	F	F
WHIRL ISLANDS B2	24	F	F	F	F	F	F
WHIRL ISLANDS B3	25	F	F	F	F	F	F
WHIRL ISLANDS B4	25	F	F	F	F	F	F
DARK CAVE (BLACKTHORN CITY SIDE)	23	F	F	F	F	F	F
ICE PATH 1F	22	M	M	M	M	M	M
ICE PATH B1	22	M	M	M	M	M	M
ICE PATH B2	23	M	M	M	M	M	M
ICE PATH B3	24	M	M	M	M	M	M
SILVER CAVE 1F	45	F	F	F	F	F	F
SILVER CAVE 1F-2F	48	F	F	F	F	F	F
SILVER CAVE 2F	48	F	F	F	F	F	F
SILVER CAVE 2F (INSIDE)	46, 51	M	M	M	M	M	M
MT. MORTAR 2F (INSIDE)	30	F	F	F	F	F	F
VICTORY ROAD	32	M	M	M	M	M	M
UNION CAVE B2	22	M	M	M	M	M	M
TOHJO FALLS	22	M	M	M	M	M	M
SLOWPOKE WELL B2	23	F	F	F	F	F	F
#118 <b>GOLDEEN</b>							
TYPE: WATER PAGE 32							
ROUTE 4	10, 20, 40	R	R	R	R	R	R
ROUTE 4	5-14	M	M	M	M	M	M
ROUTE 9	10, 20, 40	R	R	R	R	R	R
ROUTE 9	10-19	M	M	M	M	M	M
ROUTE 10	10, 20, 40	R	R	R	R	R	R
ROUTE 10	10-19	M	M	M	M	M	M
ROUTE 24	10, 20, 40	R	R	R	R	R	R
ROUTE 24	5-14	M	M	M	M	M	M
ROUTE 25	10, 20, 40	R	R	R	R	R	R
ROUTE 25	5-14	M	M	M	M	M	M
ROUTE 42	10, 20, 40	R	R	R	R	R	R
ROUTE 42	15-24	M	M	M	M	M	M
DARK CAVE (VIOLET CITY SIDE)	10, 20, 40	R	R	R	R	R	R
DARK CAVE (BLACKTHORN CITY SIDE)	10, 20, 40	R	R	R	R	R	R
SILVER CAVE 1F-2F	10, 20, 40	R	R	R	R	R	R
SILVER CAVE 1F-2F	35-39	M	M	M	M	M	M
MT. MORTAR 1F-2F	10, 20, 40	R	R	R	R	R	R
MT. MORTAR 1F-2F	15-24	M	M	M	M	M	M
MT. MORTAR 2F (INSIDE)	10, 20, 40	R	R	R	R	R	R
MT. MORTAR 2F (INSIDE)	20-29	M	M	M	M	M	M
MT. MORTAR B1	10, 20, 40	R	R	R	R	R	R
MT. MORTAR B1	15-24	M	M	M	M	M	M
UNION CAVE 1F	10, 20, 40	R	R	R	R	R	R
UNION CAVE B1	10, 20, 40	R	R	R	R	R	R
TOHJO FALLS	10, 20, 40	R	R	R	R	R	R
TOHJO FALLS	20-24	M	M	M	M	M	M
CERULEAN CITY	10, 20, 40	R	R	R	R	R	R
CERULEAN CITY	5-14	M	M	M	M	M	M
SLOWPOKE WELL B1	10, 20, 40	R	R	R	R	R	R
SLOWPOKE WELL B2	10, 20, 40	R	R	R	R	R	R
#55 <b>GOLDUCK</b>							
TYPE: WATER PAGE 51							
ROUTE 6	10-14	M	M	M	M	M	M
ROUTE 35	20-24	M	M	M	M	M	M
ILEX FOREST	15-19	M	M	M	M	M	M



AREA	LEVEL	GOLD				SILVER			
		MORNING	DAY	NIGHT	MOONING	MORNING	DAY	NIGHT	MOONING
SILVER CAVE 1F-2F	48	M	M	M	M	M	M	M	M
SILVER CAVE 2F	48	M	M	M	M	M	M	M	M
SILVER CAVE (DEEP)	51	F	F	F	F	F	F	F	F

## #76 GOLEM

TYPE: ROCK/GROUND PAGE 18

EVOLVE FROM GRAVELER (TRADE)

## #210 GRANBULL

TYPE: NORMAL PAGE 47

EVOLVE FROM SNUBBULL (LEV 23)

## #75 GRAVELER

TYPE: ROCK/GROUND PAGE 18

ROUTE 45	23, 25, 27	M	M	M	N	N	N	N	N
ROUTE 45	23-25	N	N	N	M	M	M	M	M
DARK CAVE (BLACKTHORN CITY SIDE)	25	M	M	M	M	M	M	M	M
SILVER CAVE 1F	43	M	M	M	M	M	M	M	M
MT. MORTAR 2F (INSIDE)	31	M	M	M	M	M	M	M	M
VICTORY ROAD	32	M	M	M	M	M	M	M	M

## #88 GRIMER

TYPE: POISON PAGE 45

ROUTE 16	26, 28	M	M	N	M	M	M	N	N
ROUTE 16	26-28	N	N	M	N	M	M	N	N
ROUTE 17	27, 29	M	N	M	N	M	N	M	N
ROUTE 17	29	N	M	N	N	N	M	N	N
ROUTE 17	27-29	N	N	M	N	N	M	N	N
ROUTE 18	26, 28	M	M	N	M	M	M	N	N
ROUTE 18	26-28	N	N	M	N	N	M	N	N
CELADON CITY	15-24	M	M	M	M	M	M	M	M

## #58 GROWLITHE

TYPE: FIRE PAGE 48

ROUTE 7	18	M	N	M	N	N	N	N	N
ROUTE 7	15, 18	N	M	N	N	N	N	N	N
ROUTE 8	18	M	M	F	N	N	N	N	N
ROUTE 36	13, 15	N	M	N	N	N	N	N	N
ROUTE 36	13	M	N	M	N	N	N	N	N
ROUTE 37	14, 16	N	M	N	N	N	N	N	N
ROUTE 37	14	M	N	M	N	N	N	N	N

## #130 GYARADOS

TYPE: WATER/FLYING PAGE 32

LAKE OF RAGE	20, 40	R	R	R	R	R	R	R	R
LAKE OF RAGE	15-19	M	M	M	M	M	M	M	M
FUCHSIA CITY	20, 40	R	R	R	R	R	R	R	R
LAKE OF RAGE	30	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT

## #83 HAUNTER

TYPE: GHOST/POISON PAGE 26

ROUTE 8	20	N	N	M	N	N	M	N	M
---------	----	---	---	---	---	---	---	---	---

## #214 HERACROSS

TYPE: BUG/FIGHTING PAGE 44

JOHTO (HEADBUTT)	10	HB	HB	HB	HB	HB	HB	HB	HB
------------------	----	----	----	----	----	----	----	----	----

## #107 HITMONCHAN

TYPE: FIGHTING PAGE 53

EVOLVE FROM TYROGUE (LEV 20) (ATTACK-DEFENSE)

## #106 HITMONLEE

TYPE: FIGHTING PAGE 53

EVOLVE FROM TYROGUE (LEV 20) (ATTACK-DEFENSE)

## #237 HITMONTOP

TYPE: FIGHTING PAGE 53

EVOLVE FROM TYROGUE (LEV 20) (ATTACK-DEFENSE)

## #250 HO-OH

TYPE: FIRE/FLYING PAGE 89

TIN TOWER ROOF	40	EVENT	EVENT	EVENT	N	N	N	N	N
TIN TOWER ROOF	70	N	N	N	EVENT	EVENT	EVENT	EVENT	EVENT

AREA	LEVEL	GOLD				SILVER			
		MORNING	DAY	NIGHT	MOONING	MORNING	DAY	NIGHT	MOONING

## #163 HOOTHOOT

TYPE: NORMAL/FLYING PAGE 13

ROUTE 1	2-4	N	N	M	N	N	M	N	M
ROUTE 2	3, 5	N	N	M	N	N	M	N	M
ROUTE 29	2-4	N	N	M	N	N	M	N	M
ROUTE 30	4	N	N	M	N	N	M	N	M
ROUTE 30	2, 4	N	N	N	N	N	M	N	M
ROUTE 31	5	N	N	M	N	N	M	N	M
ROUTE 31	3, 5	N	N	N	N	N	M	N	M
ROUTE 35	14	N	N	F	N	N	F	N	F
ROUTE 36	13, 15	N	N	M	N	N	M	N	M
ROUTE 37	15	N	N	N	N	N	N	N	N
ROUTE 37	13, 15	N	N	N	N	N	N	N	N
NATIONAL PARK	10, 12, 14	N	N	M	N	N	M	N	M

## #187 HOPPIP

TYPE: GRASS/FLYING PAGE 29

ROUTE 13	22, 24	M	M	N	M	M	N	M	N
ROUTE 14	24	M	M	N	M	M	N	M	N
ROUTE 15	22, 24	M	M	N	M	M	N	M	N
ROUTE 32	6	M	M	N	M	M	N	M	N
ROUTE 33	6, 8	M	M	N	M	M	N	M	N

## #116 HORSEA

TYPE: WATER PAGE 68

WHIRL ISLANDS 1F	20, 40	R	R	R	R	R	R	R	R
WHIRL ISLANDS 1F	15-19	M	M	M	M	M	M	M	M
WHIRL ISLANDS 2F	20, 40	R	R	R	R	R	R	R	R
WHIRL ISLANDS 2F	15-19	M	M	M	M	M	M	M	M
WHIRL ISLANDS 3F	20, 40	R	R	R	R	R	R	R	R
WHIRL ISLANDS 3F	15-19	M	M	M	M	M	M	M	M
WHIRL ISLANDS 4F	20, 40	R	R	R	R	R	R	R	R
WHIRL ISLANDS 4F	20-24	M	M	M	M	M	M	M	M

## #228 HOUNDOOM

TYPE: DARK/FIRE PAGE 75

EVOLVE FROM HOUNDOUR (LEV 24)

## #228 HOUNDOUR

TYPE: DARK/FIRE PAGE 75

ROUTE 7	15	N	N	F	N	N	F	N	F
---------	----	---	---	---	---	---	---	---	---

## #91 HYPNO

TYPE: PSYCHIC PAGE 35

ROUTE 11	16	M	M	M	M	M	M	M	M
----------	----	---	---	---	---	---	---	---	---

## #174 IGGLYBUFF

TYPE: NORMAL PAGE 21

MUST HATCH AT POKéMON BREEDING CENTER

## #2 IVYSAUR

TYPE: GRASS/POISON PAGE 81

EVOLVE FROM BULBASAUR (LEV 16) (MUST BE TRADED FROM RED, BLUE OR YELLOW)

## #39 JIGGLYPUFF

TYPE: NORMAL PAGE 21

ROUTE 3	6	M	M	M	M	M	M	M	M
ROUTE 4	6	M	M	M	M	M	M	M	M

## #135 JOLTEON

TYPE: ELECTRIC PAGE 66

EVOLVE FROM Eevee (THUNDER STONE)

## #189 JUMPLUFF

TYPE: GRASS/FLYING PAGE 29

EVOLVE FROM SKIPLOOM (LEV 27)

## #124 JYNX

TYPE: ICE/PSYCHIC PAGE 56

ICE PATH 1F	22	F	N	F	F	N	F	N	F
ICE PATH 1F	20, 22	N	N	N	N	N	N	N	N
ICE PATH 81	22	F	N	F	F	N	F	N	F
ICE PATH 81	20, 22	N	N	N	N	N	N	N	N
ICE PATH 82	23	F	N	F	F	N	F	N	F

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
ICE PATH B2	21, 23	N	M	N	N	M	N
ICE PATH B3	24	F	N	F	F	N	F
ICE PATH B3	22, 24	N	M	N	N	M	N

### #140 KABUTO

TYPE: ROCK/WATER PAGE 79

MUST BE TRADED FROM RED, BLUE OR YELLOW

### #141 KABUTOPS

TYPE: ROCK/WATER PAGE 79

EVOLVE FROM KABUTO (LEV 40) MUST BE TRADED FROM RED, BLUE OR YELLOW

### #64 KADABRA

TYPE: PSYCHIC PAGE 36

ROUTE 8 15 F F F F F F F

### #14 KAKUNA

TYPE: BUG/POISON PAGE 16

JOTTO (HEADBUTT)	10	N	N	N	N	N	N
ROUTE 2	5	N	N	N	N	N	N
ROUTE 30	4	N	N	N	N	N	N
ROUTE 30	4, 5	N	N	N	N	N	N
ROUTE 31	5	N	N	N	N	N	N
ROUTE 31	5, 6	N	N	N	N	N	N
ILEX FOREST	6	N	N	N	N	N	N
ILEX FOREST	5, 6	N	N	N	N	N	N
NATIONAL PARK	10	N	N	N	N	N	N
NATIONAL PARK	9-18	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT

### #115 KANGASKHAN

TYPE: NORMAL PAGE 74

ROCK TUNNEL B2 14 F F F F F F F

### #230 KINGDRA

TYPE: WATER/DRAGON PAGE 68

EVOLVE FROM SEADRA (TRADE-DRAGON SCALE)

### #98 KINGLER

TYPE: WATER PAGE 60

ROUTE 19	40	R	R	R	R	R	R
ROUTE 34	40	R	R	R	R	R	R
ROUTE 40	40	R	R	R	R	R	R
OLIVINE CITY	40	R	R	R	R	R	R
WHIRL ISLANDS IF	40	R	R	R	R	R	R
WHIRL ISLANDS B2	40	R	R	R	R	R	R
WHIRL ISLANDS B3	40	R	R	R	R	R	R
WHIRL ISLANDS B4	40	R	R	R	R	R	R
CIANWOOD CITY	40	R	R	R	R	R	R
UNION CAVE B2	40	R	R	R	R	R	R
CERULEAN CITY (GYM)	40	R	R	R	R	R	R
CHERRY GROVE CITY	40	R	R	R	R	R	R

### #109 KOFFING

TYPE: POISON PAGE 44

MAHOJOON TOWN (HIDEOUT B1)	21	TRAP	TRAP	TRAP	TRAP	TRAP	TRAP
BURNED TOWER IF	14, 16	M	M	M	M	M	M
BURNED TOWER B1	14, 16	M	M	M	M	M	M

### #98 KRABBY

TYPE: WATER PAGE 60

JOTTO	15	RS	RS	RS	RS	RS	RS
ROUTE 19	10, 20, 40	R	R	R	R	R	R
ROUTE 34	10, 20, 40	R	R	R	R	R	R
ROUTE 40	10, 20, 40	R	R	R	R	R	R
OLIVINE CITY	10, 20, 40	R	R	R	R	R	R
WHIRL ISLANDS IF	10, 20, 40	R	R	R	R	R	R
WHIRL ISLANDS IF	22, 24	M	M	M	M	M	M
WHIRL ISLANDS B1	23, 25	M	M	M	M	M	M
WHIRL ISLANDS B2	10, 20, 40	R	R	R	R	R	R
WHIRL ISLANDS B2	23, 25	M	M	M	M	M	M
WHIRL ISLANDS B3	10, 20, 40	R	R	R	R	R	R
WHIRL ISLANDS B3	22, 24	M	M	M	M	M	M
WHIRL ISLANDS B4	10, 20, 40	R	R	R	R	R	R
WHIRL ISLANDS B4	24, 26	M	M	M	M	M	M
CIANWOOD CITY	10, 20, 40	R	R	R	R	R	R

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
UNION CAVE B2	10, 20, 40	R	R	R	R	R	R
CERULEAN CITY (GYM)	10, 20, 40	R	R	R	R	R	R
CHERRY GROVE CITY	10, 20, 40	R	R	R	R	R	R

### #171 LANTURN

TYPE: WATER/ELECTRIC PAGE 63

ROUTE 20	40	R	R	R	R	R	R
ROUTE 21	40	R	R	R	R	R	R
ROUTE 26	40	R	R	R	R	R	R
ROUTE 27	40	R	R	R	R	R	R
ROUTE 41	40	R	R	R	R	R	R
OLIVINE CITY (BAY)	40	R	R	R	R	R	R
VERMILION CITY	40	R	R	R	R	R	R
VERMILION CITY (BAY)	40	R	R	R	R	R	R
CINNABAR ISLAND	40	R	R	R	R	R	R
PALLET TOWN	40	R	R	R	R	R	R
NEW BARK TOWN	40	R	R	R	R	R	R

### #131 LAPRAS

TYPE: WATER/ICE PAGE 78

UNION CAVE B2 20 EVENT EVENT EVENT EVENT EVENT EVENT

### #246 LARVITAR

TYPE: ROCK/GROUND PAGE 88

SILVER CAVE	15, 20	F	F	F	F	F	F
MT. SILVER 1F-2F	15, 20	F	F	F	F	F	F
MT. SILVER 2F (SMALL ROOM)	15, 20	F	F	F	F	F	F
MT. SILVER 2F	15, 20	F	F	F	F	F	F

### #186 LEDIAN

TYPE: BUG/FLYING PAGE 17

ROUTE 2 7 N N N F N N N

### #185 LEDYBA

TYPE: BUG/FLYING PAGE 17

ROUTE 2	3	N	N	N	M	N	N
ROUTE 30	3	N	N	N	M	N	N
ROUTE 31	4	N	N	N	M	N	N
ROUTE 37	13, 15	N	N	N	M	N	N

### #108 LICKITUNG

TYPE: NORMAL PAGE 65

ROUTE 44 24, 26 M M M M M M M

### #249 LUGIA

TYPE: PSYCHIC/FLYING PAGE 89

WHIRL ISLANDS B4	70	EVENT	EVENT	EVENT	N	N	N
WHIRL ISLANDS B4	40	N	N	N	EVENT	EVENT	EVENT

### #68 MACHAMP

TYPE: FIGHTING PAGE 52

EVOLVE FROM MACHOKE (TRADE)

### #67 MACHOKE

TYPE: FIGHTING PAGE 52

ROCK TUNNEL B1	14	F	F	F	F	F	F
MT. MORTAR 2F (INSIDE)	32	M	M	M	M	M	M

### #85 MACHOP

TYPE: FIGHTING PAGE 52

ROCK TUNNEL B1	12	M	M	M	M	M	M
GOLDENROD CITY	-	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE
MT. MORTAR IF (INSIDE)	13, 15	M	M	M	M	M	M
MT. MORTAR 1F-2F	14	M	M	M	M	M	M
MT. MORTAR 2F (INSIDE)	28	F	F	F	F	F	F
MT. MORTAR B1	16	M	M	M	M	M	M

### #240 MAGBY


TYPE: FIRE PAGE 55

MUST HATCH AT POKEMON BREEDING CENTER

### #219 MAGCARGO

TYPE: FIRE/ROCK PAGE 76

EVOLVE FROM SLUGMA (LEV 38)

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#129 <b>MAGIKARP</b> 		TYPE: WATER			PAGE 32		
ROUTE 4	10, 20, 40	R	R	R	R	R	R
ROUTE 6	10, 20, 40	R	R	R	R	R	R
ROUTE 9	10, 20, 40	R	R	R	R	R	R
ROUTE 10	10, 20, 40	R	R	R	R	R	R
ROUTE 12	10, 20, 40	R	R	R	R	R	R
ROUTE 13	10, 20, 40	R	R	R	R	R	R
ROUTE 19	10, 20	R	R	R	R	R	R
ROUTE 20	10, 20	R	R	R	R	R	R
ROUTE 21	10, 20	R	R	R	R	R	R
ROUTE 22	10, 20, 40	R	R	R	R	R	R
ROUTE 24	10, 20, 40	R	R	R	R	R	R
ROUTE 25	10, 20, 40	R	R	R	R	R	R
ROUTE 26	10, 20	R	R	R	R	R	R
ROUTE 27	10, 20	R	R	R	R	R	R
ROUTE 28	10, 20, 40	R	R	R	R	R	R
ROUTE 30	10, 20, 40	R	R	R	R	R	R
ROUTE 31	10, 20, 40	R	R	R	R	R	R
ROUTE 32	10, 20, 40	R	R	R	R	R	R
ROUTE 34	10, 20	R	R	R	R	R	R
ROUTE 35	10, 20, 40	R	R	R	R	R	R
ROUTE 40	10, 20	R	R	R	R	R	R
ROUTE 41	10, 20	R	R	R	R	R	R
ROUTE 42	10, 20, 40	R	R	R	R	R	R
ROUTE 43	10, 20, 40	R	R	R	R	R	R
ROUTE 43	10-24	M	M	M	M	M	M
ROUTE 44	10, 20, 40	R	R	R	R	R	R
ROUTE 45	10, 20, 40	R	R	R	R	R	R
ROUTE 45	5-9	M	M	M	M	M	M
ROUTE 45	15-24	M	M	M	M	M	M
OLIVINE CITY	10, 20	R	R	R	R	R	R
OLIVINE CITY (BAY)	10, 20	R	R	R	R	R	R
RUINS OF ALPH	10, 20, 40	R	R	R	R	R	R
LAKE OF RAGE	10, 20, 40	R	R	R	R	R	R
LAKE OF RAGE	10-19	M	M	M	M	M	M
WHIRL ISLANDS 1F	10, 20	R	R	R	R	R	R
WHIRL ISLANDS 2F	10, 20	R	R	R	R	R	R
WHIRL ISLANDS 3F	10, 20	R	R	R	R	R	R
WHIRL ISLANDS 4F	10, 20	R	R	R	R	R	R
ILEX FOREST	10, 20, 40	R	R	R	R	R	R
ECRUTEAK CITY	10, 20, 40	R	R	R	R	R	R
VIOLET CITY	10, 20, 40	R	R	R	R	R	R
VERMILION CITY	10, 20	R	R	R	R	R	R
VERMILION CITY (BAY)	10, 20	R	R	R	R	R	R
DARK CAVE (VIOLET CITY SIDE)	10, 20, 40	R	R	R	R	R	R
DARK CAVE (VIOLET CITY SIDE)	5-19	M	M	M	M	M	M
DARK CAVE (BLACKTHORN CITY SIDE)	10, 20, 40	R	R	R	R	R	R
DARK CAVE (BLACKTHORN CITY SIDE)	5-19	M	M	M	M	M	M
CINNABAR ISLAND	10, 20	R	R	R	R	R	R
SILVER CAVE 1F-2F	10, 20, 40	R	R	R	R	R	R
MT. SILVER	10, 20, 40	R	R	R	R	R	R
MT. MORTAR 1F-2F	10, 20, 40	R	R	R	R	R	R
MT. MORTAR 2F (INSIDE)	10, 20, 40	R	R	R	R	R	R
MT. MORTAR 3F	10, 20, 40	R	R	R	R	R	R
FUCHSIA CITY	10, 20, 40	R	R	R	R	R	R
FUCHSIA CITY	10-24	M	M	M	M	M	M
CIANWOOD CITY	10, 20	R	R	R	R	R	R
UNION CAVE 1F	10, 20, 40	R	R	R	R	R	R
UNION CAVE 2F	10, 20, 40	R	R	R	R	R	R
UNION CAVE 3F	10, 20	R	R	R	R	R	R
TOHO FALLS	10, 20, 40	R	R	R	R	R	R
VERIDIAN CITY	10, 20, 40	R	R	R	R	R	R
CERULEAN CITY	10, 20, 40	R	R	R	R	R	R
CERULEAN CITY (GYM)	10, 20	R	R	R	R	R	R
BLACKTHORN CITY	10, 20, 40	R	R	R	R	R	R
BLACKTHORN CITY	5-19	M	M	M	M	M	M
PALLET TOWN	10, 20	R	R	R	R	R	R
SLOPPHORN WELL 1F	10, 20, 40	R	R	R	R	R	R
SLOPPHORN WELL 2F	10, 20, 40	R	R	R	R	R	R
CHERRY GROVE CITY	10, 20	R	R	R	R	R	R
DRAGON'S DEN	10, 20, 40	R	R	R	R	R	R
DRAGON'S DEN	10-19	M	M	M	M	M	M
NEW BARK TOWN	10, 20	R	R	R	R	R	R

AREA		LEVEL	GOLD			SILVER					
			MORNING	DAY	NIGHT	MORNING	DAY	NIGHT			
#126	MAGMAR		TYPE : FIRE			PAGE 55					
		BURNED TOWER B1	14	F	N	F	F	N	F		
		BURNED TOWER B1	16		N	F	N	N	F		
#81	MAGNEMITE		TYPE : ELECTRIC/STEEL			PAGE 45					
		ROUTE 6	15	M	M	M	M	M	M		
		ROUTE 11	15								
		ROUTE 38	16	M	M	M	M	M	M		
		ROUTE 39	16	M	M	M	M	M	M		
#82	MAGNETON		TYPE : ELECTRIC/STEEL			PAGE 45					
		EVOLVE FROM MAGNEMITE (LEV 30)									
#56	MANKEY		TYPE : FIGHTING			PAGE 50					
		ROUTE 9	13	M	M	M	N	N	N		
		ROUTE 42	15	M	M	M	N	N	N		
#226	MANTINE		TYPE : WATER / FLYING			PAGE 71					
		ROUTE 41	20-24	M	M	M	N	N	N		
#179	MAREEP		TYPE : ELECTRIC			PAGE 24					
		ROUTE 32	6	M	M	M	M	M	M		
		ROUTE 42	13	M	M	M	N	N	N		
		ROUTE 42	13, 15	N	N	N	M	M	M		
		ROUTE 43	15	M	M	F	M	M	F		
#183	MARILL		TYPE : WATER			PAGE 49					
		MT. MORTAR 1F-2F	20-24	M	M	M	M	M	M		
		MT. MORTAR 1F-2F	13, 15	M	M	M	M	M	M		
		MT. MORTAR 1F-2F	15	F	F	F	F	F	F		
#105	MAROWAK		TYPE : GROUND			PAGE 73					
		ROCK TUNNEL B2	14		F	F	F	F	F		
#154	MEGANIUM		TYPE : GRASS			PAGE 9					
		EVOLVE FROM BAYLEEF (LEV 32)									
#52	MEOWTH		TYPE : NORMAL			PAGE 50					
		ROUTE 5	14	N	N	N	M	M	M		
		ROUTE 6	14	N	N	N	M	M	M		
		ROUTE 7	17	N	N	N	M	M	M		
		ROUTE 8	17	N	N	N	M	M	M		
		ROUTE 38	16	N	N	N	M	M	M		
		ROUTE 39	16	N	N	N	M	M	M		
		#11	METAPOD		TYPE : BUG			PAGE 16			
				JOHTO (HEADBUTT)	10	HB	HB	HB	N	N	N
				ROUTE 2	5	M	M	N	N	N	N
ROUTE 30	4			M	N	N	N	N	N		
ROUTE 30	4, 5			N	M	N	N	N	N		
ROUTE 31	5			M	N	N	N	N	N		
ROUTE 31	5, 6			N	M	N	N	N	N		
ILEX FOREST	6			M	N	N	N	N	N		
ILEX FOREST	5, 6			N	M	N	N	N	N		
NATIONAL PARK	10			M	M	N	N	N	N		
NATIONAL PARK	9-18	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT				
#151	MEW		TYPE : PSYCHIC			PAGE 90					
		MEW MUST BE GIVEN TO YOU BY NINTENDO. IT DOES NOT APPEAR IN ANY GAME.									



AREA		LEVEL		MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#150	MEWTWO	TYPE: PSYCHIC												PAGE 90	
MUST BE TRADED FROM RED, BLUE OR YELLOW															
N															
N															
N															
N															
N															
N															
#241	MILTANK	TYPE: NORMAL												PAGE 55	
ROUTE 38															
13															
F															
F															
F															
F															
F															
F															
ROUTE 39															
15															
F															
F															
F															
F															
F															
#200	MISDREAVUS	TYPE: GHOST												PAGE 77	
MT. SILVER 1F-2F															
45															
N															
N															
M															
N															
N															
M															
MT. SILVER 2F (SMALL ROOM)															
45															
N															
N															
M															
N															
N															
M															
#140	MOLTRES	TYPE: FIRE/FLYING												PAGE 85	
MUST BE TRADED FROM RED, BLUE OR YELLOW															
N															
N															
N															
N															
N															
N															
#122	MR. MIME	TYPE: PSYCHIC												PAGE 57	
ROUTE 21															
28															
F															
N															
F															
F															
N															
F															
ROUTE 21															
28, 30															
N															
M															
N															
N															
M															
CELESTON CITY (GAME CORNER)															
15															
PRIZE															
PRIZE															
PRIZE															
PRIZE															
PRIZE															
PRIZE															
#89	MUK	TYPE: POISON												PAGE 45	
ROUTE 16															
30															
F															
F															
F															
F															
F															
F															
ROUTE 17															
32															
F															
F															
N															
F															
F															
N															
ROUTE 17															
30, 32															
N															
N															
M															
N															
ROUTE 18															
30															
F															
F															
N															
F															
F															
N															
ROUTE 18															
26-28															
N															
N															
M															
N															
M															
CELESTON CITY															
15-19															
M															
M															
M															
M															
M															
M															
#198	MURKROW	TYPE: DARK/FLYING												PAGE 75	
ROUTE 7															
17, 19															
N															
N															
M															
N															
N															
N															
ROUTE 7															
17															
N															
N															
N															
N															
M															
ROUTE 16															
28															
N															
N															
M															
N															
M															
#177	NATU	TYPE: PSYCHIC/FLYING												PAGE 58	
RUINS OF ALPH															
18, 20, 22, 24															
M															
M															
M															
M															
M															
M															
#34	NIDOKING	TYPE: POISON/GROUND												PAGE 39	
EVOLVE FROM NIDORINO (MOON STONE)															
#31	NIDOQUEEN	TYPE: POISON/GROUND												PAGE 38	
EVOLVE FROM NIDORINA (MOON STONE)															
#29	NIDORAN ♀	TYPE: POISON												PAGE 38	
ROUTE 35															
12															
M															
M															
M															
M															
M															
M															
ROUTE 36															
12															
M															
M															
M															
M															
M															
#32	NIDORAN ♂	TYPE: POISON												PAGE 39	
ROUTE 35															
12															
M															
M															
M															
M															
M															
ROUTE 36															
12															
M															
M															
M															
M															
M															
#30	NIDORINA	TYPE: POISON												PAGE 38	
ROUTE 13															
23															
M															
M															
M															
M															
ROUTE 14															
23															
M															
M															
M															
M															
ROUTE 15															
23															
M															
M															
M															
M															
M															
#33	NIDORINO	TYPE: POISON												PAGE 39	
ROUTE 13															
23															
M															
M															
M															
M															
ROUTE 14															
23															
M															
M															
M															
M															
ROUTE 15															
23															
M															
M															
M															
M															
M															

AREA		LEVEL	GOLD			SILVER		
			MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#38	NINETALES	S	TYPE: FIRE			PAGE 47		
EVOLVE FROM VULPIX (FIRE STONE)								
#164	NOCTOWL		TYPE: NORMAL/FLYING			PAGE 13		
ROUTE 2	7		N	N	M	N	N	M
ROUTE 8	17, 19		N	N	M	N	N	N
ROUTE 8	19		N	N	N	N	N	N
ROUTE 13	25		N	N	M	N	N	M
ROUTE 14	25		N	N	M	N	N	M
ROUTE 15	25		N	N	M	N	N	M
ROUTE 43	17		N	N	M	N	N	M
#224	OCTILLERY		TYPE: WATER			PAGE 62		
EVOLVE FROM REMORAID (LEV 25)								
#43	ODDISH		TYPE: GRASS/POISON			PAGE 34		
ROUTE 5	13, 14		N	N	M	N	N	N
ROUTE 5	13		N	N	N	N	N	M
ROUTE 6	13, 14		N	N	M	N	N	N
ROUTE 6	13		N	N	N	N	N	M
ROUTE 24	10		N	N	M	N	N	M
ROUTE 25	10		N	N	M	N	N	M
ILEX FOREST	5, 6		N	N	M	N	N	M
#138	OMANYTE		TYPE: ROCK/WATER			PAGE 79		
MUST BE TRADED FROM RED, BLUE OR YELLOW								
#139	OMASTAR		TYPE: ROCK/WATER			PAGE 79		
EVOLVE FROM OMANYTE (LEV 40) (MUST BE TRADED FROM RED, BLUE OR YELLOW)								
#95	ONIX		TYPE: ROCK/GROUND			PAGE 27		
ROCK TUNNEL B2	16		M	M	M	M	M	M
VIOLET CITY	-		TRADE	TRADE	TRADE	TRADE	TRADE	TRADE
SILVER CAVE 1F	42		M	M	M	M	M	M
SILVER CAVE 2F (INSIDE)	48		M	M	M	M	M	M
VICTORY ROAD	34, 36		M	M	M	M	M	M
UNION CAVE 1F	6		F	F	F	F	F	F
UNION CAVE B1	8		M	M	M	M	M	M
UNION CAVE B2	23		F	F	F	F	F	F
#46	PARAS		TYPE: BUG/GRASS			PAGE 30		
ILEX FOREST	5, 6		M	N	M	M	N	M
ILEX FOREST	6		N	F	N	N	F	N
MT. MOON	12		M	M	M	M	M	M
NATIONAL PARK	10-17		EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#47	PARASECT		TYPE: BUG/GRASS			PAGE 30		
EVOLVE FROM PARAS (LEV 24)								
#93	PERSIAN	S	TYPE: NORMAL			PAGE 50		
ROUTE 7	19		N	N	N	F	F	F
#231	PHANPY		TYPE: GROUND			PAGE 71		
ROUTE 45	20		N	N	N	M	M	M
#172	PICHU		TYPE: ELECTRIC			PAGE 15		
MUST HATCH AT POKéMON BREEDING CENTER								
#18	PIDGEOT		TYPE: NORMAL/FLYING			PAGE 12		
EVOLVE FROM PIDGEOTTO (LEV 36)								



# AREA LEVEL

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#211 QWILFISH		TYPE: WATER/POISON			PAGE 59		
ROUTE 12	40	R	R	R	R	R	R
ROUTE 13	40	R	R	R	R	R	R
ROUTE 32	5, 20, 40	R	R	R	R	R	R
ROUTE 32	40	R	R	R	R	R	R

# #26 RAICHU

EVOLVE FROM PIKACHU (THUNDER STONE)

# #243 RAIKOU

JOHTO 40 RANDOM APPEARANCES AROUND JOHTO

# #78 RAPIDASH

ROUTE 28 42 M M M M M M M  
MT. SILVER 44 M M M M M M M  
PEWTER CITY (POKE-MON CENTER) - TRADE TRADE TRADE TRADE TRADE TRADE

# #20 RATICATE

ROUTE	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
ROUTE 7	19	M	M	M	M	M	M
ROUTE 9	15	M	M	M	M	M	M
ROUTE 10	16, 18	M	N	M	M	M	M
ROUTE 10	17	N	M	N	N	M	N
ROUTE 26	28, 30	N	N	M	N	N	N
ROUTE 26	28	N	N	N	N	N	N
ROUTE 26	30	F	F	N	N	N	N
ROUTE 26	28, 30	N	N	N	M	M	N
ROUTE 27	28, 30	M	M	M	N	N	N
ROUTE 27	30	N	N	N	M	M	M
ROUTE 28	16	M	M	M	M	M	M
ROUTE 39	17	M	M	M	M	M	M
MT. MORTAR 2F (INSIDE)	30	M	M	M	M	M	M
MT. MORTAR B1	16	F	F	F	F	F	F
UNION CAVE B2	22	M	M	M	M	M	M
UNION CAVE B1	22	M	M	M	M	M	M
BURNED TOWER	15	F	F	F	F	F	F

# #19 RATTATA

ROUTE	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
ROUTE 1	2	M	M	N	M	M	N
ROUTE 1	2, 3, 6	N	N	M	N	M	N
ROUTE 3	5, 10	M	M	N	N	N	N
ROUTE 3	5	N	N	N	M	M	N
ROUTE 3	5, 8, 10	N	N	M	N	N	N
ROUTE 3	5, 8	N	N	N	N	N	M
ROUTE 4	5, 10	M	M	N	N	N	N
ROUTE 4	5	N	N	N	M	M	N
ROUTE 4	8, 10	N	N	M	N	N	N
ROUTE 4	5, 8	M	N	N	N	N	M
ROUTE 7	15, 17, 19	N	N	N	N	N	N
ROUTE 7	15	N	N	F	N	N	N
ROUTE 7	17, 19	N	M	N	N	N	N
ROUTE 7	17	N	N	M	N	N	N
ROUTE 9	15	M	M	N	N	N	N
ROUTE 9	13	N	N	N	M	M	N
ROUTE 9	13, 15	N	N	M	N	N	M
ROUTE 11	15	M	M	M	M	M	M
ROUTE 22	3	M	M	N	M	M	N
ROUTE 22	3-5, 7	N	N	M	N	N	M
ROUTE 29	4	F	F	N	F	F	N
ROUTE 29	2, 4	N	N	M	N	N	M
ROUTE 30	3, 4	N	N	M	N	N	M
ROUTE 31	4, 5	N	N	M	N	N	M
ROUTE 32	4, 6	M	N	N	N	N	N
ROUTE 32	6	N	N	N	F	F	N
ROUTE 32	4, 6, 8	N	M	N	N	N	N
ROUTE 32	6, 8	N	N	N	N	N	N
ROUTE 32	4	N	N	M	N	N	N
ROUTE 33	6, 7	M	N	N	N	N	N
ROUTE 33	6	N	N	N	M	N	N
ROUTE 33	6-8	N	M	N	N	N	N

# AREA LEVEL

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
ROUTE 33	6, 8	N	N	N	N	M	N
ROUTE 34	11, 13	M	M	M	M	M	M
ROUTE 38	16	M	M	M	N	N	N
ROUTE 39	16	M	M	M	N	N	N
ROUTE 46	2, 4	M	M	N	M	M	N
ROUTE 46	2-4	N	N	M	N	N	M
TIN TOWER 2F-9F	20-24	M	N	N	M	N	M
TIN TOWER 2F-9F	22-24	N	N	M	N	N	M
MT. MORTAR 1F (INSIDE)	14	M	M	M	M	M	M
MT. MORTAR 1F-2F	14, 16	M	M	M	M	M	M
MT. MORTAR B1	16	M	M	M	M	M	M
UNION CAVE 1F	4	M	M	M	N	N	N
UNION CAVE 1F	4, 6	N	N	N	M	M	M
UNION CAVE B1	6	F	F	F	N	N	N
UNION CAVE B1	6, 8	N	N	N	M	M	M
UNION CAVE B2	20	F	F	F	F	F	F
TONJO FALLS	20	F	F	F	F	F	F
SPROUT TOWER 2F-3F	3-6	M	M	M	M	M	N
SPROUT TOWER 2F-3F	3, 5	N	N	M	N	N	M
BURNED TOWER 1F	13, 15	N	M	M	M	M	M
BURNED TOWER B1	14, 16	M	N	M	M	N	M
BURNED TOWER B1	14	N	M	N	N	N	M

# #223 REMORAID

ROUTE	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
ROUTE 44	10, 20, 40	R	R	R	R	R	R
ROUTE 44	40	R	R	R	R	R	R

# #112 RHYDON

BLACKTHORN CITY - TRADE TRADE TRADE TRADE TRADE TRADE

# #111 RHYHORN

VICTORY ROAD 35 F F F F F F F

# #27 SANDSHREW

ROUTE	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
MT. MOON	8	M	M	M	N	N	N
GOLDENROD CITY (GAME CORNER)	10	N	N	N	PRIZE	PRIZE	PRIZE
UNION CAVE 1F	6	M	M	N	N	N	N
UNION CAVE B1	8	M	M	M	N	N	N

# #28 SANDSLASH

ROUTE	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
ROUTE 26	28	M	M	M	N	N	N
ROUTE 27	30	F	F	F	N	N	N
MT. MOON	10	F	F	F	N	N	N

# #212 SCIZOR

EVOLVE FROM SCYTHER (METAL COAT + TRADE)

# #123 SCYTHER

NATIONAL PARK 13-14 EVENT EVENT EVENT EVENT EVENT EVENT

# #110 SEADRA

WHIRL ISLANDS 1F	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
WHIRL ISLANDS 1F	40	R	R	R	R	R	R
WHIRL ISLANDS B2	40	R	R	R	R	R	R
WHIRL ISLANDS B3	40	R	R	R	R	R	R
WHIRL ISLANDS B4	40	R	R	R	R	R	R
WHIRL ISLANDS B4	20-24	M	M	M	M	M	M

# #119 SEAKING

ROUTE	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
ROUTE 4	40	R	R	R	R	R	R
ROUTE 4	10-14	M	M	M	M	M	M
ROUTE 9	40	R	R	R	R	R	R
ROUTE 9	15-19	M	M	M	M	M	M
ROUTE 10	40	R	R	R	R	R	R
ROUTE 10	15-19	M	M	M	M	M	M
ROUTE 24	40	R	R	R	R	R	R
ROUTE 24	10-14	M	M	M	M	M	M
ROUTE 25	40	R	R	R	R	R	R

AREA	LEVEL	GOLD				SILVER			
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY

## #17 PIDGEOTTO

ROUTE 2	7	F	F	N	N	N	N
ROUTE 8	17, 19	M	M	N	M	M	N
ROUTE 13	25	M	M	N	M	M	N
ROUTE 14	25	M	M	N	M	M	N
ROUTE 5	25	M	M	N	M	M	N
ROUTE 25	10	F	N	N	F	N	N
ROUTE 25	12	N	F	N	N	F	N
ROUTE 37	17	M	M	N	M	M	N

## #18 PIDGEY

ROUTE 1	2-4	M	M	N	M	M	N
ROUTE 2	3	M	N	N	N	N	N
ROUTE 2	3, 7	N	M	N	N	N	N
ROUTE 5	12-15	M	M	N	N	N	N
ROUTE 5	13, 15	N	N	N	M	M	N
ROUTE 6	13, 14	M	M	N	N	N	N
ROUTE 6	13	N	N	N	M	M	N
ROUTE 25	8	M	N	N	M	N	N
ROUTE 25	8, 10	N	M	N	N	M	N
ROUTE 29	2-4	M	M	N	M	M	N
ROUTE 30	2, 4	M	M	N	N	M	N
ROUTE 30	4	N	N	N	N	M	N
ROUTE 31	3	M	M	N	N	M	N
ROUTE 31	5	N	N	N	M	M	N
ROUTE 35	14	F	F	N	F	F	N
ROUTE 36	14	N	M	N	N	M	N
ROUTE 36	13, 15	M	N	N	M	M	N
ROUTE 37	13, 15	M	M	N	N	M	N
ROUTE 37	15	N	N	N	M	M	N
NATIONAL PARK	10, 12, 14	M	N	N	M	N	N
NATIONAL PARK	12, 14	N	M	N	N	M	N

## #25 PIKACHU

ROUTE 2	4	F	F	F	F	F	F
---------	---	---	---	---	---	---	---

## #221 PILOSWEINE

EVOLVE FROM SWINUB (LEV 33)									
-----------------------------	--	--	--	--	--	--	--	--	--

## #204 PINECO

JOHTO (HEADBUTT)	10	HB	HB	HB	HB	HB	HB
------------------	----	----	----	----	----	----	----

## #127 PINSIR

NATIONAL PARK	13-14	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
---------------	-------	-------	-------	-------	-------	-------	-------

## #186 POLITOED

EVOLVE FROM POLIWHIRL (KING'S ROCK + TRADE)									
---	--	--	--	--	--	--	--	--	--

## #80 POLIWAG

ROUTE 6	10, 20, 40	R	R	R	R	R	R	R
ROUTE 22	10, 20, 40	R	R	R	R	R	R	R
ROUTE 22	5-14	M	M	M	M	M	M	M
ROUTE 28	10, 20, 40	R	R	R	R	R	R	R
ROUTE 28	35-44	M	M	M	M	M	M	M
ROUTE 30	10, 20, 40	R	R	R	R	R	R	R
ROUTE 30	15-24	M	M	M	M	M	M	M
ROUTE 31	10, 20, 40	R	R	R	R	R	R	R
ROUTE 31	15-24	M	M	M	M	M	M	M
ROUTE 35	10, 20, 40	R	R	R	R	R	R	R
ROUTE 43	10, 20, 40	R	R	R	R	R	R	R
ROUTE 44	10, 20, 40	R	R	R	R	R	R	R
ROUTE 44	20-29	M	M	M	M	M	M	M
RUINS OF ALPH	10, 20, 40	R	R	R	R	R	R	R
ILEX FOREST	10, 20, 40	R	R	R	R	R	R	R
ECRUTEAK CITY	10, 20, 40	R	R	R	R	R	R	R
ECRUTEAK CITY	15-24	M	M	M	M	M	M	M
VIOLET CITY	10, 20, 40	R	R	R	R	R	R	R
VIOLET CITY	15-24	M	M	M	M	M	M	M

AREA	LEVEL	GOLD				SILVER			
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT	MORNING	DAY

MT. SILVER	10, 20, 40	R	R	R	R	R	R		
MT. SILVER	35-39	M	M	M	M	M	M		
VIREDIAN CITY	10, 20, 40	R	R	R	R	R	R		
VIREDIAN CITY	5-14	M	M	M	M	M	M		
BLACKTHORN CITY	10, 20, 40	R	R	R	R	R	R		

## #61 POLIWHIRL

ROUTE 22									
ROUTE 22	10-14	M	M	M	M	M	M	M	M
ROUTE 28	40-44	M	M	M	M	M	M	M	M
ROUTE 30	20-24	M	M	M	M	M	M	M	M
ROUTE 31	20-24	M	M	M	M	M	M	M	M
ROUTE 44	25-29	M	M	M	M	M	M	M	M
ECRUTEAK CITY	20-24	M	M	M	M	M	M	M	M
VIOLET CITY	20-24	M	M	M	M	M	M	M	M
MT. SILVER	35-44	M	M	M	M	M	M	M	M
VIREDIAN CITY	10-14	M	M	M	M	M	M	M	M

## #82 POLIWRATH

EVOLVE FROM POLIWHIRL (WATER STONE)									
-------------------------------------	--	--	--	--	--	--	--	--	--

## #71 PONYTA

ROUTE 22	6	F	F	F	F	F	F
ROUTE 26	32	M	M	M	M	M	M
ROUTE 27	32	F	F	F	F	F	F
ROUTE 28	40	M	M	M	M	M	M
MT. SILVER	42	M	M	M	M	M	M

## #131 PORYGON

CELADON CITY (GAME CORNER)	20	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE
----------------------------	----	-------	-------	-------	-------	-------	-------

## #233 PORYGON2

TYPE: NORMAL	PAGE 77
EVOLVE FROM PORYGON (UP-GRADE + TRADE)	

## #57 PRIMEAPE

ROUTE 9	15	F	F	F	N	N	N
---------	----	---	---	---	---	---	---

## #54 PSYDUCK

ROUTE 6	5-14	M	M	M	M	M	M
ROUTE 35	15-24	M	M	M	M	M	M
ILEX FOREST	10-19	M	M	M	M	M	M

## #247 PUPITAR

EVOLVE FROM LARVITAR (LEV 30)									
-------------------------------	--	--	--	--	--	--	--	--	--

## #185 QUAGSIRE

ROUTE 10	16, 17	N	N	M	N	N	M
ROUTE 12	25-29	M	M	M	M	M	M
ROUTE 13	22, 24	N	N	M	N	N	M
ROUTE 13	25-29	M	M	M	M	M	M
ROUTE 14	22, 24	N	N	M	N	N	M
ROUTE 15	22, 24	N	N	M	N	N	M
ROUTE 26	30, 32	N	N	M	N	N	N
ROUTE 26	30	N	N	N	N	N	F
ROUTE 27	28, 30	N	N	M	N	N	N
ROUTE 27	28, 30, 32	N	N	N	N	N	M
ROUTE 32	20-24	M	M	M	M	M	M
RUINS OF ALPH	15-24	M	M	M	M	M	M
MT. SILVER 1F-2F	45	M	M	M	M	M	M
MT. SILVER 2F (SMALL ROOM)	45	M	M	M	M	M	M
UNION CAVE 1F	15-24	M	M	M	M	M	M
UNION CAVE B1	15-24	M	M	M	M	M	M
UNION CAVE B2	20-24	M	M	M	M	M	M

## #186 QUILAVA

TYPE: FIRE	PAGE 10								
EVOLVE FROM CYNDQUIL (LEV 14)									

AREA	LEVEL	GOLD		SILVER	
		MORNING	NIGHT	MORNING	NIGHT
ROUTE 25	10-14	M	M	M	M
ROUTE 42	40	R	R	R	R
ROUTE 42	20-24	M	M	M	M
DARK CAVE (VIOLET CITY SIDE)	40	R	R	R	R
DARK CAVE (BLACKTHORN CITY SIDE)	40	R	R	R	R
SILVER CAVE 1F-2F	40	R	R	R	R
SILVER CAVE 1F-2F	35-44	M	M	M	M
MT. MORTAR 1F-2F	40	R	R	R	R
MT. MORTAR 1F-2F	20-24	M	M	M	M
MT. MORTAR 2F (INSIDE)	40	R	R	R	R
MT. MORTAR 2F (INSIDE)	25-29	M	M	M	M
MT. MORTAR B1	40	R	R	R	R
MT. MORTAR B1	20-24	M	M	M	M
UNION CAVE 1F	40	R	R	R	R
UNION CAVE B1	40	R	R	R	R
TOHO FALLS	40	R	R	R	R
TOHO FALLS	20-24	M	M	M	M
CERULEAN CITY	40	R	R	R	R
CERULEAN CITY	10-14	M	M	M	M
SLOWPOKE WELL B1	40	R	R	R	R
SLOWPOKE WELL B2	40	R	R	R	R

#86	SEEL	TYPE: WATER	PAGE 64
WHIRL ISLANDS 1F	22, 24	M	M
WHIRL ISLANDS B1	23, 25	M	M
WHIRL ISLANDS B2	23, 25	M	M
WHIRL ISLANDS B3	22, 24	M	M
WHIRL ISLANDS B4	24, 26	M	M

#161	SENTRET	TYPE: NORMAL	PAGE 14
ROUTE 1	3	M	M
ROUTE 29	2, 3	M	M

#90	SHELLDER	TYPE: WATER	PAGE 61
ROUTE 20	20, 40	R	R
ROUTE 21	20, 40	R	R
ROUTE 26	20, 40	R	R
ROUTE 27	20, 40	R	R
ROUTE 41	20, 40	R	R
OLIVINE CITY (BAY)	20, 40	R	R
VERMILION CITY	20, 40	R	R
VERMILION CITY (BAY)	20, 40	R	R
CINNABAR TOWN	20, 40	R	R
PALLET TOWN	20, 40	R	R
NEW BARK TOWN	20, 40	R	R

#213	SHUCKLE	TYPE: BUG/ROCK	PAGE 60
JOHTO	15	RS	RS
CLANWOOD CITY	15	EVENT	EVENT

#221	SKARMORY	TYPE: STEEL/FLYING	PAGE 72
ROUTE 45	27	N	N

#188	SKIPLOOM	TYPE: GRASS/FLYING	PAGE 29
ROUTE 14	26	M	M

#80	SLOWBRO	TYPE: WATER/PSYCHIC	PAGE 33
SLOWPOKE WELL B2	20-24	M	M

#189	SLOWKING	TYPE: WATER/PSYCHIC	PAGE 33
EVOLVE FROM SLOWPOKE (KING'S ROCK + TRADE)			

#79	SLOWPOKE	TYPE: WATER/PSYCHIC	PAGE 33
TOHO FALLS	20-24	M	M
TOHO FALLS	21, 23	M	M
SLOWPOKE WELL B1	6, 8	M	M
SLOWPOKE WELL B1	10-14	M	M

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
SLOWPOKE WELL B2	21, 23	M	M	M	M	M	M
SLOWPOKE WELL B2	15-24	M	M	M	M	M	M

#218	SLUGMA	TYPE: FIRE	PAGE 76
ROUTE 16	27	F	F
ROUTE 17	29	F	F
ROUTE 17	25, 27	N	N
ROUTE 18	27	F	F

#235	SMEARGLE	TYPE: NORMAL	PAGE 57
RUINS OF ALPH	20, 22	M	M

#238	SMOOCHUM	TYPE: ICE/PSYCHIC	PAGE 56
MUST HATCH AT POKÉMON BREEDING CENTER			

#216	SNEASEL	TYPE: DARK/ICE	PAGE 76
ROUTE 28	40	N	N
MT. SILVER	38, 42	N	N

#143	SNORLAX	TYPE: NORMAL	PAGE 80
VERMILION CITY	50		

#209	SNUBBULL	TYPE: NORMAL	PAGE 47
ROUTE 38	16	M	M
ROUTE 38	13	F	F

#21	SPEAROW	TYPE: NORMAL/FLYING	PAGE 13
JOHTO (HEADBUTT)	10	HB	HB
ROUTE 3	5, 8	M	M
ROUTE 4	5, 8	M	M
ROUTE 4	5	N	N
ROUTE 7	17	M	M
ROUTE 9	13	M	M
ROUTE 9	15	N	N
ROUTE 10	16	M	M
ROUTE 22	3, 5	M	M
ROUTE 33	6	M	M
ROUTE 42	14, 16	M	M
ROUTE 46	2, 3	M	M

#167	SPINARAK	TYPE: BUG/POISON	PAGE 17
ROUTE 2	3	N	N
ROUTE 30	3	N	N
ROUTE 31	4	N	N
ROUTE 37	13, 15	N	N



















#7	SQUIRTLE	TYPE: WATER	PAGE 83
MUST BE TRADED FROM RED, BLUE OR YELLOW		N	N

#234	STANTLER	TYPE: NORMAL	PAGE 48
ROUTE 36	13	F	F
ROUTE 37	15	M	M

#121	STARMIE	TYPE: WATER/PSYCHIC	PAGE 61
EVOLVE FROM STARYU (WATER STONE)			

#120	STARYU	TYPE: WATER	PAGE 61
ROUTE 19	20, 40	N	N
ROUTE 34	20, 40	N	N
ROUTE 40	20, 40	N	N
OLIVINE CITY	20, 40	N	N
CLANWOOD CITY	20, 40	N	N
UNION CAVE B1	20, 40	N	N
CERULEAN CITY (GYM)	20, 40	N	N
CHERRY GROVE CITY	20, 40	N	N





AREA		LEVEL	GOLD				SILVER			
			WORKING	DAY	NIGHT	MORNING	DAY	NIGHT		
#208	STEELIX		TYPE: STEEL/GROUND				PAGE 27			
EVOLVE FROM ONIX (METAL COAT + TRADE)										
#185	SUDOWOODO	 	TYPE: ROCK				PAGE 41			
ROUTE 36	20		EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	
#245	SUICUNE	 	TYPE: WATER				PAGE 86			
JOHTO										
RANDOM APPEARANCES AROUND JOHTO										
#192	SUNFLORA		TYPE: GRASS				PAGE 40			
EVOLVE FROM SUNKERN (SUN STONE)										
#191	SUNKERN	 	TYPE: GRASS				PAGE 40			
ROUTE 24	10		N	M	N	N	M	N	N	
NATIONAL PARK	11, 13		N	M	N	N	M	N	N	
#220	SWINUB	 	TYPE: ICE/GROUND				PAGE 70			
ICE PATH 1F	21, 23		M	M	M	M	M	M	M	
ICE PATH B1	21, 23		M	M	M	M	M	M	M	
ICE PATH B2	22, 24		M	M	M	M	M	M	M	
ICE PATH B3	23, 25		M	M	M	M	M	M	M	
#114	TANGELA	 	TYPE: GRASS				PAGE 65			
ROUTE 21	20, 25, 30, 35		M	M	M	M	M	M	M	
ROUTE 28	39		M	M	M	M	M	M	M	
ROUTE 44	23		M	M	M	M	M	M	M	
MT. SILVER	41		M	M	M	M	M	M	M	
#128	TAUROS	 	TYPE: NORMAL				PAGE 54			
ROUTE 38	13		F	F	F	F	F	F	F	
ROUTE 39	15		F	F	F	F	F	F	F	
#216	TEDDIURSA	  	TYPE: NORMAL				PAGE 70			
ROUTE 45	20		M	M	M	M	M	M	M	
#192	TENTACOO	  	TYPE: WATER/POISON				PAGE 59			
ROUTE 12	10, 20, 40		R	R	R	R	R	R	R	
ROUTE 12	25-29		M	M	M	M	M	M	M	
ROUTE 13	10, 20, 40		R	R	R	R	R	R	R	
ROUTE 13	25-29		M	M	M	M	M	M	M	
ROUTE 19	30-39		M	M	M	M	M	M	M	
ROUTE 20	10, 20		R	R	R	R	R	R	R	
ROUTE 20	30-39		M	M	M	M	M	M	M	
ROUTE 21	10, 20		R	R	R	R	R	R	R	
ROUTE 21	30-39		M	M	M	M	M	M	M	
ROUTE 26	10, 20		R	R	R	R	R	R	R	
ROUTE 26	25-34		M	M	M	M	M	M	M	
ROUTE 27	10, 20		R	R	R	R	R	R	R	
ROUTE 27	15-24		M	M	M	M	M	M	M	
ROUTE 32	10, 20, 40		R	R	R	R	R	R	R	
ROUTE 32	15-19		M	M	M	M	M	M	M	
ROUTE 34	15-24		M	M	M	M	M	M	M	
ROUTE 40	15-24		M	M	M	M	M	M	M	
ROUTE 41	10, 20		R	R	R	R	R	R	R	
ROUTE 41	20-24		M	M	M	M	M	M	M	
OLIVINE CITY	15-24		M	M	M	M	M	M	M	
OLIVINE CITY (BAY)	10, 20		M	M	M	M	M	M	M	
OLIVINE CITY (BAY)	15-24		M	M	M	M	M	M	M	
WHIRL ISLANDS IF	20-24		M	M	M	M	M	M	M	
VERMILION CITY	10, 20		M	M	M	M	M	M	M	
VERMILION CITY	30-39		M	M	M	M	M	M	M	
VERMILION CITY (BAY)	10, 20		M	M	M	M	M	M	M	
VERMILION CITY (BAY)	30-39		M	M	M	M	M	M	M	
CINNABAR ISLAND	10, 20		M	M	M	M	M	M	M	
CINNABAR ISLAND	30-39		M	M	M	M	M	M	M	

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
CIANWOOD CITY	15-24	M	M	M	M	M	M
UNION CAVE B2	15-19	M	M	M	M	M	M
PALLET TOWN	30-39	M	M	M	M	M	M
PALLET TOWN	10, 20	M	M	M	M	M	M
CHERRY GROVE CITY	15-24	M	M	M	M	M	M
NEW BARK TOWN	10, 20	M	M	M	M	M	M
NEW BARK TOWN	15-24	M	M	M	M	M	M

#173

TENTACRUEL





TYPE: WATER/POISON

PAGE 59

ROUTE 12	25-29	M	M	M	M	M	M
ROUTE 13	25-29	M	M	M	M	M	M
ROUTE 19	35-39	M	M	M	M	M	M
ROUTE 20	40	R	R	R	R	R	R
ROUTE 20	35-39	M	M	M	M	M	M
ROUTE 21	40	R	R	R	R	R	R
ROUTE 21	35-39	M	M	M	M	M	M
ROUTE 26	40	R	R	R	R	R	R
ROUTE 26	30-34	M	M	M	M	M	M
ROUTE 27	40	R	R	R	R	R	R
ROUTE 27	20-24	M	M	M	M	M	M
ROUTE 32	20-24	M	M	M	M	M	M
ROUTE 34	20-24	M	M	M	M	M	M
ROUTE 40	20-24	M	M	M	M	M	M
ROUTE 41	40	R	R	R	R	R	R
ROUTE 41	20-24	M	M	M	M	M	M
OLIVINE CITY	20-24	M	M	M	M	M	M
OLIVINE CITY (BAY)	40	R	R	R	R	R	R
OLIVINE CITY (BAY)	20-24	M	M	M	M	M	M
WHIRL ISLANDS IF	20-24	M	M	M	M	M	M
WHIRL ISLANDS B2	20-24	M	M	M	M	M	M
WHIRL ISLANDS B3	20-24	M	M	M	M	M	M
WHIRL ISLANDS B4	20-24	M	M	M	M	M	M
VERMILION CITY	40	R	R	R	R	R	R
VERMILION CITY	35-39	M	M	M	M	M	M
VERMILION CITY (BAY)	40	R	R	R	R	R	R
VERMILION CITY (BAY)	35-39	M	M	M	M	M	M
CINNABAR ISLAND	40	R	R	R	R	R	R
CINNABAR ISLAND	35-39	M	M	M	M	M	M
CIANWOOD CITY	20-24	M	M	M	M	M	M
UNION CAVE B2	20-24	M	M	M	M	M	M
PALLET TOWN	35-39	M	M	M	M	M	M
PALLET TOWN	40	R	R	R	R	R	R
CHERRY GROVE CITY	20-24	M	M	M	M	M	M
NEW BARK TOWN	40	R	R	R	R	R	R
NEW BARK TOWN	20-24	M	M	M	M	M	M

#175

TOGEPI



TYPE: NORMAL

PAGE 22

VIOLET CITY	5	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
-------------	---	-------	-------	-------	-------	-------	-------

#176

TOGETIC



TYPE: NORMAL/FLYING

PAGE 22

EVOLVE FROM TOGEPI (FRIENDSHIP)							
---------------------------------	--	--	--	--	--	--	--

#158

TOTODILE



TYPE: WATER

PAGE 11

NEW BARK TOWN	5	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
---------------	---	-------	-------	-------	-------	-------	-------

#157

TYPHLOSION

TYPE: FIRE

PAGE 10

EVOLVE FROM QUILAVA (LV 36)							
-----------------------------	--	--	--	--	--	--	--

#248

TYRANITAR



TYPE: ROCK/DARK

PAGE 88

EVOLVE FROM PUPITAR (LV 55)							
-----------------------------	--	--	--	--	--	--	--

#236

TYROGUE



TYPE: FIGHTING

PAGE 53

MT. MORTAR 1F	10	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
---------------	----	-------	-------	-------	-------	-------	-------

#191

UMBREON

TYPE: DARK

PAGE 67

EVOLVE FROM EVEE (FRIENDSHIP)							
-------------------------------	--	--	--	--	--	--	--



AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT

## #201 UNOWN TYPE: PSYCHIC PAGE 27

RUINS OF ALPH (INSIDE)	5	M	M	M	M	M	M
------------------------	---	---	---	---	---	---	---

## #217 URSARING TYPE: NORMAL PAGE 70

ROUTE 28	40	M	M	M	N	N	N
SILVER CAVE	44	M	M	M	N	N	N
MT. SILVER 1F-2F	47	M	M	M	N	N	N
MT. SILVER 2F (SMALL ROOM)	47	M	M	M	N	N	N
MT. SILVER 2F	50	M	M	M	N	N	N
MT. SILVER	42	M	M	M	N	N	N
VICTORY ROAD	33	M	M	M	N	N	N

## #134 VAPOREON TYPE: WATER PAGE 66

EVOLVE FROM EEEVEE (WATER STONE)

## #49 VENOMOTH TYPE: BUG/POISON PAGE 42

ROUTE 24	10	N	N	F	N	N	F
ROUTE 25	10	N	N	M	N	N	M

## #48 VENONAT TYPE: BUG/POISON PAGE 42

ROUTE 24	8	F	N	M	F	N	M
ROUTE 25	5	M	N	M	M	N	N
ROUTE 43	16	F	N	M	F	N	M
NATIONAL PARK	10-16	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT

## #3 VENUSAUR TYPE: GRASS/POISON PAGE 81

EVOLVE FROM IVYSAUR (LEV 32) (MUST BE TRADED FROM RED, BLUE OR YELLOW) N N N N N N N

## #71 VICTREEBEL TYPE: GRASS/POISON PAGE 28

EVOLVE FROM WEEPINBEL (LEAF STONE)

## #45 VILEPLUME TYPE: GRASS/POISON PAGE 34

EVOLVE FROM GLOOM (LEAF STONE)

## #180 VOLTORB TYPE: ELECTRIC PAGE 46

ROUTE 10	17	M	M	M	M	M	M
OLIVINE CITY	-	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE
MAROGANT TOWN (HIDEOUT B1)	23	TRAP	TRAP	TRAP	TRAP	TRAP	TRAP

## #37 VULPIX TYPE: FIRE PAGE 47

ROUTE 7	18	N	N	N	M	N	M
ROUTE 7	15, 18	N	N	N	N	M	N
ROUTE 8	18	N	N	N	M	N	M
ROUTE 8	18	N	N	N	N	N	F
ROUTE 36	13, 15	N	N	N	N	M	N
ROUTE 36	13	N	N	N	M	N	M
ROUTE 37	14, 16	N	N	N	N	M	N
ROUTE 37	14	N	N	N	N	M	M

## #8 WARTORTLE TYPE: WATER PAGE 83

EVOLVE FROM SQUIRTLE (LEV 16) (MUST BE TRADED FROM RED, BLUE OR YELLOW) N N N N N N N

## #13 WEEDLE TYPE: BUG/POISON PAGE 16

JOHTO (HEADBUTT)	10	N	N	N	HB	HB	HB
ROUTE 2	3	N	N	N	M	M	N
ROUTE 30	3, 4	N	N	N	M	M	N
ROUTE 31	4	N	N	N	M	N	N
ROUTE 31	4, 5	N	N	N	N	M	N
ILEX FOREST	5, 6	N	N	N	M	M	N
NATIONAL PARK	10, 12	N	N	N	M	N	N
NATIONAL PARK	10	N	N	N	N	M	N
NATIONAL PARK	7-18	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT

## #70 WEEPINBEL TYPE: GRASS/POISON PAGE 28

ROUTE 24	12, 14	M	M	N	M	N	N
ROUTE 24	13	N	N	M	N	M	N
ROUTE 25	14	F	F	F	F	F	F
ROUTE 44	22, 24	M	M	M	M	M	M

## #110 WEEZING TYPE: POISON PAGE 44

EVOLVE FROM KOFFING (LEV 35)

## #40 WIGGLYTUFF TYPE: NORMAL PAGE 21

EVOLVE FROM JIGGLYPUFF (MOON STONE)

## #202 WOBBUFFET TYPE: PSYCHIC PAGE 42

DARK CAVE (BLACKTHORN CITY SIDE) 20, 25 M M M M M M M

## #184 WOOPER TYPE: WATER/GROUND PAGE 25

ROUTE 32	6, 8	N	N	M	N	N	M
RUINS OF ALPH	13-19	M	M	M	M	M	M
UNION CAVE 1F	13-19	M	M	M	M	M	M
UNION CAVE B1	13-19	M	M	M	M	M	M

## #178 XATU TYPE: PSYCHIC/FLYING PAGE 58

EVOLVE FROM NATU (LEV 25)

## #193 YANMA TYPE: BUG/FLYING PAGE 40

ROUTE 35	12, 14	M	M	M	M	M	M
ROUTE 35	12	F	F	F	F	F	F

## #145 ZAPDOS TYPE: ELECTRIC/FLYING PAGE 84

MUST BE TRADED FROM RED, BLUE OR YELLOW N N N N N N N

## #41 ZUBAT TYPE: POISON/FLYING PAGE 19

ROUTE 3	5	N	N	M	N	N	M
ROUTE 4	5	N	N	M	N	N	M
ROUTE 32	8	N	N	F	N	N	F
ROUTE 32	4	F	N	N	F	N	N
ROUTE 33	4	F	N	N	F	N	N
ROUTE 33	6, 8	N	N	M	N	N	M
ROUTE 42	14, 16	M	N	M	N	N	M
ROCK TUNNEL B1	8	M	M	M	M	M	M
ROCK TUNNEL B2	10	M	M	M	M	M	M
WHIRL ISLANDS 1F	23	M	M	M	M	M	M
WHIRL ISLANDS B1	24	M	M	M	M	M	M
WHIRL ISLANDS B2	24	M	M	M	M	M	M
WHIRL ISLANDS B3	23	M	M	M	M	M	M
WHIRL ISLANDS B4	25	M	M	M	M	M	M
ILEX FOREST	5	F	F	N	F	F	N
ILEX FOREST	5, 6	N	N	M	N	N	N
MT. MOON	6	M	M	M	N	N	N
MT. MOON	6, 8	N	N	N	M	M	M
DARK CAVE (VIOLET CITY SIDE)	2-4	M	M	M	M	M	M
DARK CAVE (BLACKTHORN CITY SIDE)	23	M	M	M	M	M	M
ICE PATH 1F	22	M	M	M	F	N	F
ICE PATH B1	22	M	M	M	F	N	F
ICE PATH B2	23	M	M	M	F	N	F
ICE PATH B3	24	M	M	M	F	N	F
MT. MORTAR 1F (INSIDE)	14	F	F	F	F	F	F
MT. MORTAR 1F-2F	13, 15	M	M	M	M	M	M
MT. MORTAR B1	15, 17	M	M	M	M	M	M
UNION CAVE 1F	5, 7	M	M	M	M	M	M
UNION CAVE B1	7, 9	M	M	M	M	M	M
UNION CAVE B2	22	M	M	M	M	M	M
TOHJO FALLS	22	M	M	M	M	M	M
BURNED TOWER 1F	14	M	M	M	M	M	M
BURNED TOWER B1	15	F	F	F	F	F	F
SLOWPOKE WELL B1	5-8	M	M	M	M	M	M
SLOWPOKE WELL B2	19, 21, 23	M	M	M	M	M	M

# ITEM LIST

## Key Items

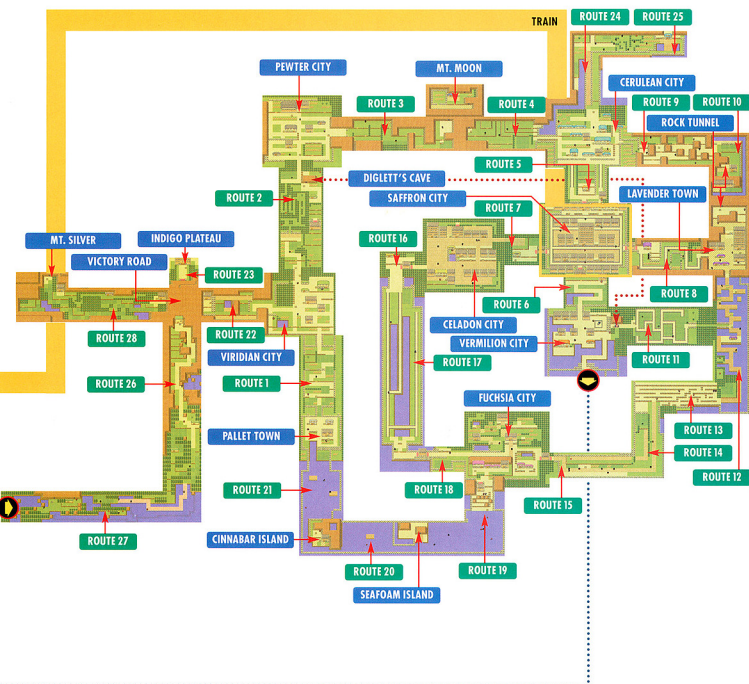
Item	Description	Location
Basement Key	Opens door to Underground Path	Goldenrod City
Bicycle	Moves twice as fast	Goldenrod City
Card Key	Opens Radio Tower shutter	Goldenrod City
Coin Case	Holds up to 9,999 coins	Goldenrod City
Good Rod	Is an improved fishing rod	Olivine City
Item Finder	Reacts to items lying around with a sound	Ecruteak City
Clefairy Doll	Is used to exchange for the Pass at Saffron City	Vermilion City
Machine Part	Is an item to give to the Power Plant Manager	Cerulean City
Mystery Egg	Hatches Togepi	Route 30
Old Rod	Is used for fishing for Pokémon	Route 32
Pass	Is needed to ride on the Magnet Train	Saffron City
Rainbow Wing	Allows Trainers to climb Tin Tower	Goldenrod City (Gold)/Pewter City (Silver)
Red Scale	Is traded for Experience Share on Route 30	Lake of Rage
S.S. Ticket	Is needed to ride the boat S.S. Aqua	New Bark Town
Secret Potion	Heals Amphy in the Lighthouse	Cianwood City
Silver Wing	Makes Lugia appear at Whirl Islands	Goldenrod City (Silver)/Pewter City (Gold)
Squirtbottle	Moves the Sudowoodo on Route 36	Goldenrod City
Super Rod	Is the best fishing rod	Route 12

## Helpful Items

Item	Description	Location	Price
Escape Rope	Provides a quick escape from towers and caves	Pokémon Mart/Caves	550
Expn Card	Allows you to listen to the radio in Kanto	Lavender Town	
Map Card	Is the Pokégear's Map	Cherrygrove City	
Max Repel	Repels weak Pokémon for 250 steps	Pokémon Mart/Gift/Mystery	700
Poké Doll	Provides escape from wild Pokémon	Department Store/Mt. Moon	1,000
Pokédex	Stores Pokémon data	Route 30	
Radio Card	Lets you listen to the radio with the PokéGear	Goldenrod City	
Repel	Repels weak Pokémon for 100 steps	Pokémon Mart/Mt. Moon	350
Super Repel	Repels weak Pokémon for 200 steps	Pokémon Mart/Gift/Mystery	500
Unown Dex	Shows the Unown you caught in order	Ruins of Alph	-

## Apricorns

Items	Description	Location
Black Apricorn	Raw material for Heavy Ball	Route 37
Blue Apricorn	Raw material for Lure Ball	Route 37
Green Apricorn	Raw material for Friend Ball	Route 42
Pink Apricorn	Raw material for Love Ball	Route 42
Red Apricorn	Raw material for Level Ball	Route 37
White Apricorn	Raw material for Fast Ball	Azalea Town
Yellow Apricorn	Raw material for Moon Ball	Route 42



KANTO

# ITEM LIST

## Ability Up

Item	Description	Location	Price
Amulet Coin	Doubles the money won in battle	Goldenrod City	
Berserk Gene	Increases attack by 2 levels, confuses	Cerulean City	
Black Belt	Increases power of Fighting-type attacks	Lake of Rage	
Black Glasses	Increases power of Dark-type attacks	Dark Cave	
Bright Powder	Lowers opponent's accuracy	Trade	
Calcium	Raises Special Attack/Defense	Department Store/Roads/Caves	9,800
Carbos	Raises speed	Department Store/Roads/Caves	9,800
Charcoal	Increases power of Fire-type attacks	Azalea Town	9,800
Cleanse Tag	Repels wild Pokémon	Route 5	
Dire Hit	Increases chance of a Critical Hit (1 battle)	Pokémon Mart/Roads/Caves	650
Dragon Fang	Increases power of Dragon-type attacks	Dragon's Den	
Dragon Scale	Helps evolve Seadra into Kingdra	Mt. Mortar/Wild	
Everstone	Prevents a Pokémon from evolving	New Bark Town/Roads/Wild	
Exp. Share	One Pokémon receives half of all Exp. points	Goldenrod City/Route 30	
Fire Stone	Evolves Pokémon	Gift/Mystery	
Focus Band	Prevents a Pokémon from fainting	Saffron City	
Guard Spec.	Guards against Special Attacks (1 battle)	Department Store/Caves/Gift	700
Hard Stone	Increases power of Rock-type attacks	Route 36	
HP Up	Raises HP	Dept. Store/ Mart/Roads/Caves/Gift/Mystery	9,800
Iron	Raises defense	Department Store/Caves	9,800
King's Rock	Makes opponent retreat/evolves Pokémon	Slowpoke Well/Trade/Wild	
Leaf Stone	Evolves Pokémon	Gift/Mystery	
Leftovers	Gradually restores points during battle	Celadon City/Trade/Wild	
Light Ball	Doubles Pikachu's special attacks	Trade	
Lucky Egg	Grants more exp. points after a battle	Wild	
Lucky Punch	Increases chance of a Critical Hit	Trade	
Magnet	Increases power of Electric-type attacks	Route 37	
Metal Coat	Increases power of Steel-type attacks	S.S. Aqua/Wild	
Metal Powder	Increases Ditto's defensive power	Trade	
Miracle Seed	Increases power of Grass-type attacks	Route 32	
Moon Stone	Evolves Pokémon	Mom/Route 27/Wild	
Mystic Water	Increases power of Water-type attacks	Cherrygrove City	
Nevermelt Ice	Increases power of Ice-type attacks	Ice Path	
Pink Bow	Increases power of Normal-type attacks	Route 29/Goldenrod City	
Poison Barb	Increases power of Poison-type attacks	Route 32/Wild	
Polkadot Bow	Increases power of Normal-type attacks	Trade	
PP Up	Raises PP	Town/Roads/Caves/Gift/Mystery	
Protein	Raises attack	Department Store/Roads/Caves/Trade	9,800
Quick Claw	Increases chance of attacking first	National Park/Wild	
Rare Candy	Raises Pokémon's level by one	Town/Roads/Caves/Mystery	
Scope Lens	Increases chance of a Critical Hit	Gift/Mystery	
Sharp Beak	Increases power of Flying-type attacks	Route 40/Trade/Wild	



# ITEM LIST

## Mail

Item	Description	Pokémon Mart Location	Price
Eon Mail	Paper w/Eevee's silhouette	Mystery	
Flower Mail	Paper w/flower pattern	Violet/Azalea/Goldenrod/Saffron/Mahogany/Fuchsia	50
Liteblue Mail	Paper w/Dratini pattern	Vermilion City	50
Lovely Mail	Paper w/hearts	Celadon City	50
Morph Mail	Paper w/Ditto's silhouette	Mystery	
Music Mail	Paper w/Natu pattern	Mystery	
Portrait Mail	Prints any Pokémon	Mt. Moon	50
Surf Mail	Paper w/Lapras pattern	Olivine City/Cerulean City/Celadon City	50

## Decorative Items

Item	Description	Item	Description
Big Lapras Doll	Mystery Gift	NES	Mystery Gift
Big Onix Doll	Mystery Gift	N64	Mystery Gift
Big Snorlax Doll	Mom's Shopping	Normal Box	Mystery Gift, Traded Pokémon
Blue Carpet	Mystery Gift	Oddish Doll	Mom's Shopping
Bulbasaur Doll	Mystery Gift	Pikachu Doll	Mom's Shopping
Charmander Doll	Mom's Shopping	Pikachu Poster	Mystery Gift
Clefairy Doll	Mom's Shopping	Pink Bed	Mystery Gift
Clefairy Poster	Mystery Gift	Poliwhag Doll	Mom's Shopping
Diglett Doll	Mom's Shopping	Polkadot Bed	Mystery Gift
Feathery Bed	Have from the beginning	Red Carpet	Mystery Gift
Gengar Doll	Mom's Shopping	Shellder Doll	Mom's Shopping
Geodude Doll	Mom's Shopping	Silver Trophy	Traded Pokémon
Gold Trophy	Traded Pokémon	Squirtle Doll	Mom's Shopping
Gorgeous Box	Mystery Gift, Traded Pokémon	Staryu Doll	Mom's Shopping
Green Carpet	Mystery Gift	Super NES	Mystery Gift
Grimer Doll	Mom's Shopping	Surfing Pikachu Doll	Mystery Gift
Jigglypuff Doll	Mystery Gift	Town Map	Have from the beginning
Jigglypuff Poster	Mystery Gift	Tropicplant	Mystery Gift
Jumbopant	Mystery Gift	Virtual Boy	Mystery Gift
Machop Doll	Mom's Shopping	Voltorb Doll	Mom's Shopping
Magikarp Doll	Mom's Shopping	Weedle Doll	Mom's Shopping
Magnapant	Mystery Gift	Yellow Carpet	Mystery Gift

Item	Description	Location	Price
Silver Powder	Increases power of Bug-type attacks	Wild	
Smoke Ball	Provides escape from wild Pokémon	Goldenrod City	
Soft Sand	Increases power of Ground-type attacks	Route 34	
Spell Tag	Increases power of Ghost-type attacks	Blackthorn City/Trade/Wild	
Stick	Increases power of Farfetch'd's attacks	Wild	
Sun Stone	Evolves Pokémon	National Park	
Thick Club	Increases Cubone/Marowak phys. attack	Wild	
Thunder Stone	Evolves Pokémon	Gift/Mystery	
Twisted Spoon	Increases power of Psychic-type attacks	Trade/Wild	
Up-Grade	Helps evolve Porygon into Porygon2	Saffron City	
Water Stone	Evolves Pokémon	Gift/Mystery	
X Accuracy	Increases accuracy (one battle)	Department Store/Town/Caves/Mystery	950
X Attack	Increases attack power (one battle)	Pokémon Mart/Caves/Gift/Mystery	500
X Defend	Increases defense (one battle)	Pokémon Mart/Caves/Gift/Mystery	550
X Special	Raises Special Attack power (one battle)	Pokémon Mart/Roads/Caves/Gift/Mystery	350
X Speed	Increases speed (one battle)	Pokémon Mart/Caves/Mystery	350

### Items to Sell

Item	Description	Location	Price
Big Mushroom	Can be sold at a Pokémon Mart	Wild	
Big Pearl	Can be sold for a high price	Goldenrod City/Wild	3,500
Brick Piece	Can be sold at a Pokémon Mart	Trade	
Gold Leaf	Can be sold at a Pokémon Mart	Trade	
Nugget	Can be sold for a high price	Roads/Caves/Gift/Goldenrod City	4,500
Pearl	Can be sold for a high price	Goldenrod City/Wild	650
Silver Leaf	Can be sold at a Pokémon Mart	Trade	
Star Piece	Can be sold for a high price	Goldenrod City/Wild	4,600
Star Dust	Can be sold for a high price	Goldenrod City/Wild	900
Slowpoke Tail	Can be sold for a high price	Mahogany Town	9,800
Tiny Mushroom	Can be sold for a low price	Mahogany Town/Wild	500

### Balls

Item	Description	Location	Price
Fast Ball	Catches Pokémon that escape quickly	Azalea Town (Give Kurt White Apricorn)	
Friend Ball	Makes Pokémon very attached to you	Azalea Town (Give Kurt Green Apricorn)	
Great Ball	Catches Pokémon better than Poké Ball	Pokémon Mart/Roads/Caves/Gift/Mystery	600
Heavy Ball	Easily catches heavy Pokémon	Azalea Town (Give Kurt Black Apricorn)	
Level Ball	Catches Pokémon at lower level than yours	Azalea Town (Give Kurt Red Apricorn)	
Love Ball	Easily catches opposite-sex Pokémon	Azalea Town (Give Kurt Pink Apricorn)	
Lure Ball	Makes fishing for Pokémon easy	Azalea Town (Give Kurt Blue Apricorn)	
Master Ball	Always catches Pokémon	Goldenrod City/New Bark Town	
Moon Ball	Catches Moon Stone-related Pokémon	Azalea Town (Give Kurt Yellow Apricorn)	
Poké Ball	Catches Pokémon	Pokémon Mart/Route 31	200
Ultra Ball	Catches Pokémon better than Great Ball	Pokémon Mart/Roads/Caves	1,200

## TECHNICAL MACHINE LIST

TM	Ability	Place	Price	TM	Ability	Place	Price
01	Dynamicpunch	Cianwood City		26	Earthquake	Victory Road	
02	Headbutt	Ilex Forest/Goldenrod City	2,000	27	Return	Goldenrod City	
03	Curse	Celadon City		28	Dig	National Park	
04	Rollout	Route 35		29	Psychic	Saffron City/Celadon City	COIN 3,500
05	Roar	Route 32		30	Shadow Ball	Ecruteak City	
06	Toxic	Fuchsia City		31	Mud-Slap	Violet City	
07	Zap Cannon	Power Plant		32	Double Team	Celadon City	COIN 1,500
08	Rock Smash	Route 36/Goldenrod City	1,000	33	Ice Punch	Goldenrod City/Trade	3,000
09	Psych Up	Trade		34	Swagger	Lighthouse	
10	Hidden Power	Lake of Rage/Celadon City	3,000	35	Sleep Talk	Goldenrod City	
11	Sunny Day	Goldenrod City/Celadon City	2,000	36	Sludge Bomb	Route 43	
12	Sweet Scent	Route 34		37	Sandstorm	Route 27/Celadon City	2,000
13	Snore	Dark Cave/MooMoo Farm		38	Fire Blast	Goldenrod City	COIN 5,500
14	Blizzard	Goldenrod City	COIN 5,500	39	Swift	Union Cave	
15	Hyper Beam	Celadon City	COIN 7,500	40	Defense Curl	Mt. Mortar	
16	Icy Wind	Mahogany Town		41	Thunderpunch	Goldenrod City	3,000
17	Protect	Celadon City	3,000	42	Dream Eater	Viridian City	
18	Rain Dance	Slowpoke Well/Celadon City	2,000	43	Detect	Lake of Rage/Trade	
19	Giga Drain	Celadon City		44	Rest	Ice Path	
20	Endure	Burned Tower		45	Attract	Goldenrod City	
21	Frustration	Goldenrod City		46	Thief	Mahogany Town	
22	Solarbeam	Route 27		47	Steel Wing	Rock Tunnel/Route 28	
23	Iron Tail	Olivine City		48	Fire Punch	Goldenrod City	3,000
24	Dragonbreath	Dragon's Den		49	Fury Cutter	Azalea Town	
25	Thunder	Goldenrod City	COIN 5,500	50	Nightmare	Route 31	

## HIDDEN MACHINE LIST

HM	Ability	Place	HM	Ability	Place
01	Cut	Ilex Forest	05	Flash	Sprout Tower
02	Fly	Cianwood City	06	Whirlpool	Rocket Hideout
03	Surf	Ecruteak City	07	Waterfall	Ice Path
04	Strength	Olivine City			

# ABILITIES & ATTACKS

Ability	Type	BA	AC	PP	Effect	TM/HM
Absorb	GRS	20	100	20	Restores your HP equal to half the damage caused to opponent	
Acid	PSN	40	100	30	10% chance of lowering defensive power by one level	
Acid Armor	PSN	-	-	40	Raises your defensive power by two levels	
Aeroblast	FLY	100	95	5	Good chance for a Critical Hit	
Agility	PSY	-	-	30	Raises your speed by 2 levels	
Amnesia	PSY	-	-	20	Raises your special defense by 2 levels	
Ancient Power	RCK	60	100	5	10% chance all abilities will rise one level	
Attract	NRM	-	100	15	50% chance of preventing opponent of opposite sex from attacking	TM 45
Aurora Beam	ICE	65	100	20	10% chance of lowering opponent's attack power by one level	
Barrage	NRM	15	85	20	Attack 2-5 times consecutively in one turn	
Barrier	PSY	-	-	30	Raises your defensive power by two levels	
Baton Pass	NRM	-	-	40	Allows you to switch to another Pokémon during battle.	
Beat Up	DRK	10	100	10	Attack opponent a number of times equal to your number of healthy Pokémon	
Belly Drum	NRM	-	-	10	Raises attack power to maximum, and lowers HP by half	
Bide	NRM	-	100	10	Damage received is doubled and shot back at opponent for 2-3 turns	
Bind	NRM	15	75	20	Prevents escape, attacks opponent continuously for 2-5 turns	
Bite	DRK	60	100	25	10% chance of making opponent back off	
Blizzard	ICE	120	70	5	30% chance of freezing opponent	TM 14
Body Slam	NRM	85	100	15	30% chance of paralyzing opponent	
Bone Club	GRD	65	85	20	10% chance of making opponent back off	
Bone Rush	GRD	25	80	10	Attack 2-5 times in a row in one turn	
Bonemerang	GRD	50	90	10	Attack twice in a row in one turn	
Bubble	WTR	20	100	30	10% chance of lowering opponent's speed by one level	
Bubblebeam	WTR	65	100	20	10% chance of lowering opponent's speed by one level	
Charm	NRM	-	100	20	Lowers opponent's attack power by two levels	
Clamp	WTR	35	75	10	Prevents escape, continuously attacks for 2-5 turns	
Comet Punch	NRM	18	85	15	Attack 2-5 times consecutively in one turn	
Confuse Ray	GHO	-	100	10	Confuses an opponent	
Confusion	PSY	50	100	25	10% chance of confusing an opponent	
Constrict	NRM	10	100	35	10% chance of lowering opponent's speed by one level	
Conversion	NRM	-	-	30	Changes your type into one of your attack types	
Conversion 2	NRM	-	100	30	Change your type into one that your opponent's attack is weak against	
Cotton Spore	GRS	-	85	40	Lowers opponent's speed by two levels	
Counter	FTG	-	100	20	Attack turn will be second, but doubles opponent's damage and shoots it back	
Crabhammer	WTR	90	85	10	Good Chance for a Critical Hit	
Cross Chop	FTG	100	80	5	Good chance for a Critical Hit	
Crunch	DRK	80	100	5	20% chance of lowering opponent's special defense power by one level	
Curse	GHO	-	-	10	If a Ghost-type uses it, HP is lowered by 1/2 and opponent's HP drops every turn	TM 03
Cut	NRM	50	95	30	Normal attack/Cut down small trees	HM 01
Defense Curl	NRM	-	-	40	Raises defense by one level	TM 40
Destiny Bond	GHO	-	-	5	If Pokémon that uses this faints, opponent also faints	
Detect	FTG	-	-	5	Wards off attacks for one turn, success rate falls if used continuously	TM 43
Dig	GRD	60	100	10	On first turn digs in ground, attacks on second turn/escape from inside areas	TM 28
Disable	NRM	-	55	20	Opponent cannot use most recent attack for a number of turns	
Dizzy Punch	NRM	70	100	10	20% chance of confusing opponent	
Double Kick	FTG	30	100	30	Attacks twice in a row during one turn	
Double Team	NRM	-	-	15	Raises your evasion by one level	TM 32
Double-edge	NRM	120	100	15	You receive 1/4 of the damage caused to opponent	

	Special Attack
	Physical Attack



# ABILITIES & ATTACKS

Ability	Type	BA	AC	PP	Effect	TM/HM
Double Slap	NRM	15	85	10	Attack 2-5 times in a row in one turn	
Dragon Rage	DRG	-	100	10	Causes 40 points damage regardless of type or ability	
Dragonbreath	DRG	60	100	20	30% chance of paralyzing opponent	TM 24
Dream Eater	PSY	100	100	15	While opponents sleep, steal HP equal to half the damage caused	TM 42
Drill Peck	FLY	80	100	20	Normal attack	
Dynamicpunch	FTG	100	50	5	If attack hits, opponent will be confused	TM 01
Earthquake	GRD	100	100	10	Normal attack	TM 26
Egg Bomb	NRM	100	75	10	Normal attack	
Ember	FIR	40	100	25	Burns opponent	
Encore	NRM	-	100	5	Forces opponent to use the attack it used most recently 2-6 times	
Endure	NRM	-	-	10	Even if hit you'll be left with one HP, rate of success drops if used continuously	TM 20
Explosion	NRM	250	100	5	After using it, you will faint	
Extreme Speed	NRM	80	100	5	Always strikes first	
Faint Attack	DRK	60	-	20	Attack will always hit	
False Swipe	NRM	40	100	40	Always leaves opponent with 1HP	
Fire Blast	FIR	120	85	5	10% chance of burning opponent	TM 38
Fire Punch	FIR	75	100	15	10% chance of burning opponent	TM 48
Fire Spin	FIR	15	70	15	Prevents escape/Attack continuously for 2-5 turns	
Fissure	GRD	-	30	5	Opponents faint in one shot if hit	
Flail	NRM	-	100	15	The lower your remaining HP, the more damage caused to opponent	
Flame Wheel	FIR	60	100	25	10% chance of burning opponent, ice is melted if opponent is frozen	
Flamethrower	FIR	95	100	15	10% chance of burning opponent	
Flash	NRM	-	70	20	Lowers an opponent's accuracy one level/lights up dark places	HM 05
Fly	FLY	70	95	15	Fly up on first turn, attack on second/fly back to places you already visited	HM 02
Focus Energy	NRM	-	-	30	Attack used following this will have a good chance for a Critical Hit	
Foresight	NRM	-	100	40	Returns evasion rate to normal, Normal- and Fighting-types hit Ghost-types	
Frustration	NRM	-	100	20	Power of attack increases based on attachment of Pokémon to its Trainer	TM 21
Fury Attack	NRM	15	85	20	Attack 2-5 times in a row in one turn	
Fury Cutter	BUG	10	95	20	Power of attack doubles every time it's used until you miss	TM 49
Fury Swipes	NRM	18	80	15	Attack 2-5 times in a row in one turn	
Future Sight	PSY	80	90	15	Attacks opponent after 2 turns	
Giga Drain	GRS	60	100	5	Restores your HP equal to half of the damage caused to opponent	TM 19
Glare	NRM	-	75	30	Paralyzes opponent	
Growl	NRM	-	100	40	Lowers opponent's attack power by one level	
Growth	GRS	-	-	40	Raises your special attack by one level	
Guillotine	NRM	-	30	5	If attack hits, opponent will be defeated by one hit	
Gust	FLY	40	100	35	Normal attack	
Harden	NRM	-	-	30	Raises your defensive power by one level	
Haze	ICE	-	-	30	Recovers your and opponent's abilities to normal	
Headbutt	NRM	70	100	15	30% chance of making an opponent back off /shakes trees	TM 02
Heal Bell	NRM	-	-	5	Cures all your Pokémon of bad conditions	
Hi Jump Kick	FTG	85	95	20	If attack misses, receive 1/8 of damage it would have caused	
Hidden Power	NRM	-	100	15	Power and attack type vary depending on the Pokémon that uses it	TM 10
Horn Attack	NRM	65	100	25	Normal attack	
Horn Drill	NRM	-	30	5	One hit will make opponent faint	
Hydro Pump	WTR	120	80	5	Normal attack	
Hyper Beam	NRM	150	90	5	Pokémon can't attack on next turn	TM 15
Hyper Fang	NRM	80	90	15	10% chance of making an opponent back off	
Hypnosis	PSY	-	60	20	Makes opponent fall asleep	
Ice Beam	ICE	95	100	10	10% chance of freezing opponent	

# ABILITIES & ATTACKS

Ability	Type	BA	AC	PP	Effect	TM/HM
Ice Punch	ICE	75	100	15	10% chance of freezing an opponent	TM 33
Icy Wind	ICE	55	95	15	If attack hits it lowers opponent's speed by one level	TM 16
Iron Tail	STL	100	75	15	30% chance of lowering opponent's defense one level	TM 23
Jump Kick	FTG	70	95	25	If attack misses, receive 1/8 of damage that it would have caused	
Karate Chop	FTG	50	100	25	Good chance for a Critical Hit	
Kinesis	PSY	-	80	15	Lowers opponent's accuracy by one level	
Leech Life	BUG	20	100	15	Restores your HP equal to half of the damage caused to opponent	
Leech Seed	GRS	-	90	10	Steals HP and restores your HP on every turn, even if Pokémon is substituted	
Leer	NRM	-	100	30	Lowers opponent's defense by one level	
Lick	GHO	20	100	30	30% chance of paralyzing opponent	
Light Screen	PSY	-	-	30	Special attack damage halved for 5 turns, even for substituted Pokémon	
Lock-on	NRM	-	100	5	Attack on next turn will always hit	
Lovely Kiss	NRM	-	75	15	Makes an opponent sleep	
Low Kick	FTG	50	90	20	30% chance of making an opponent back off	
Mach Punch	FTG	40	100	30	Always strikes first	
Magnitude	GRD	-	100	30	Changes base attack power to 10, 30, 50, 70, 90, 110 or 150	
Mean Look	NRM	-	100	5	Opponent cannot escape while the Pokémon that used it is in battle	
Meditate	PSY	-	-	40	Raises your attack power by one level	
Mega Drain	GRS	40	100	10	Restores HP equal to half of damage caused by opponent	
Mega Kick	NRM	120	75	5	Normal attack	
Mega Punch	NRM	80	85	20	Normal attack	
Megahorn	BUG	120	85	10	Normal attack	
Metal Claw	STL	50	95	35	10% chance of raising your attack power by one level	
Metronome	NRM	-	-	10	Randomly uses an attack from entire repertoire	
Milk Drink	NRM	-	-	10	Restores half of HP/splits 1/5 of HP among your other Pokémon	
Mimic	NRM	-	100	10	Copies opponent's attack and uses it during that battle, must attack second	
Mind Reader	NRM	-	100	5	Next attack will always hit	
Minimize	NRM	-	-	20	Raises your evasion by one level	
Mirror Coat	PSY	-	100	20	Your attack will be second, double opponent's special attack power and shoot it back	
Mirror Move	FLY	-	-	20	Uses same attack opponent did	
Mist	ICE	-	-	30	Keeps attacks that lower abilities from working	
Moon Light	NRM	-	-	5	Restores HP/effect depends on the time of day	
Morning Sun	NRM	-	-	5	Restores HP/effect depends on the time of day	
Mud-Slap	GRD	20	100	10	Lowers opponent's accuracy by one level	TM 31
Night Shade	GHO	-	100	15	Causes damage equal to your level, regardless of type or ability	
Nightmare	GHO	-	100	15	Gives an opponent nightmares, works only when opponent is asleep	TM 50
Octazooka	WTR	65	85	10	50% chance of lowering opponent's accuracy by one level	
Outrage	DRG	90	100	15	Attack continuously for 2-3 turns, become confused once effects wear off	
Pain Split	NRM	-	100	20	Combines your HP with opponent's HP and splits them between you	
Pay Day	NRM	40	100	20	After a battle receive money equal to (your level) x (number of attacks) x 2	
Peck	FLY	35	100	35	Normal attack	
Perish Song	NRM	-	-	5	Both Pokémon faint after 3 turns, substitution cancels the effect	
Petal Dance	GRS	70	100	20	Attack for 2-3 turns in a row, become confused once it wears off	
Pin Missile	BUG	14	85	20	Attack 2-5 times in a row in one turn	
Poison Gas	PSN	-	55	40	Poisons an opponent	
Poison Sting	PSN	15	100	35	30% chance of poisoning an opponent	
Poisonpowder	PSN	-	75	35	Poisons an opponent	
Pound	NRM	40	100	35	Normal attack	
Powder Snow	ICE	40	100	25	10% chance of freezing an opponent	
Present	NRM	-	90	15	May cause damage of 40, 80, 120 or may restore HP by 80	
Protect	NRM	-	-	10	Wards off opponent's attack for one turn, success rate falls if used continuously	TM 17

# ABILITIES & ATTACKS

Ability	Type	BA	AC	PP	Effect	TM/HM
Psybeam	PSY	65	100	20	10% chance of confusing an opponent	
Psych Up	NRM	-	-	10	The helpful attacks your opponent uses also help you	TM 09
Psychic	PSY	90	100	10	10% chance of lowering opponent's special defense power by one level	TM 29
Psywave	PSY	-	80	15	Power changes randomly—minimum value is one, maximum is your level x 1.5	
Pursuit	DRK	40	100	20	Double damage to Pokémon if withdrawn while attack is in effect	
Quick Attack	NRM	40	100	30	Always attacks first	
Rage	NRM	20	100	20	If used consecutively, attack power increases when opponent's attack hits	
Rain Dance	WTR	-	-	5	Raise Water-type attack power for 5 turns	TM 18
Rapid Spin	NRM	20	100	40	Escape from attacks multiple turns	
Razor Leaf	GRS	55	95	25	Good chance for a Critical Hit	
Razor Wind	NRM	80	75	10	Good chance for a Critical Hit	
Recover	NRM	-	-	20	Restores half of your maximum HP	
Reflect	PSY	-	-	20	Damage from attacks cut in half for 5 turns, even if Pokémon are substituted	
Rest	PSY	-	-	10	Restores all HP but puts you to sleep for 2 turns	TM 44
Return	NRM	-	100	20	Power of attack increases with level of attachment of Pokémon to you	TM 27
Reversal	FTG	-	100	15	The lower your remaining HP, the more damage it causes	
Roar	NRM	-	100	20	Ends battle with wild Pokémon, forces substitution in Trainer battle	TM 05
Rock Slide	RCK	75	90	10	30% chance of making an opponent back off	
Rock Smash	FTG	20	100	15	50% chance of lowering opponent's defense by one level/breaks rocks	TM 08
Rock Throw	RCK	50	90	15	Normal attack	
Rolling Kick	FTG	60	85	15	30% chance of making an opponent back off	
Rollout	RCK	30	90	20	Attacks continuously for 5 turns with increasing damage/ends if attack misses	TM 04
Sacred Fire	FIR	100	95	5	50% chance of burning an opponent	
Safeguard	NRM	-	-	25	Prevents poison attacks for 5 turns, even if Pokémon are substituted	
Sandstorm	RCK	-	-	10	Causes damage to both Pokémon every turn, not Rock-, Steel- or Ground-types	TM 37
Sand-Attack	GRD	-	100	15	Lowers opponent's accuracy by one level	
Scary Face	NRM	-	90	10	Lowers opponent's speed by 2 levels	
Scratch	NRM	40	100	35	Normal attack	
Screech	NRM	-	85	40	Lowers opponent's defense by 2 levels	
Seismic Toss	FTG	-	100	20	Causes damage equal to your level, regardless of ability	
Selfdestruct	NRM	200	100	5	After using, you will faint	
Shadow Ball	GHO	80	100	15	20% chance of lowering an opponent's special defense by one level	TM 30
Sharpen	NRM	-	-	30	Raises your attack power by one level	
Sing	NRM	-	55	15	Makes an opponent sleep	
Sketch	NRM	-	-	1	Replaces itself with the opponent's last attack, which remains after the battle	
Skull Bash	NRM	100	100	15	Builds up for one turn, attacks on second, defense increased by one level	
Sky Attack	FLY	140	90	5	Builds up for one turn and attacks on second, good chance for a Critical Hit	
Slam	NRM	80	75	20	Normal attack	
Slash	NRM	70	100	20	Good chance for a Critical Hit	
Sleep Powder	GRS	-	75	15	Puts opponent to sleep	
Sleep Talk	NRM	-	-	10	Attack randomly while sleeping	TM 35
Sludge	PSN	65	100	20	30% chance of poisoning an opponent	
Sludge Bomb	PSN	90	100	10	30% chance of poisoning an opponent	TM 36
Smog	PSN	20	70	20	40% chance of poisoning an opponent	
Smokescreen	NRM	-	100	20	Lowers opponent's accuracy by one level	
Snore	NRM	40	100	15	30% chance of making an opponent back off, but you must be asleep	TM 13
Softboiled	NRM	-	100	10	Restores half HP/gives 1/5 of Chansey's HP to another of your Pokémon	
Solarbeam	GRS	120	100	10	Build up for one turn and attack on the second	TM 22
Sonicboom	NRM	-	90	20	Causes 20 points of damage regardless of type or ability	
Spark	ELC	65	100	20	30% chance of paralyzing opponent	
Spider Web	BUG	-	100	10	Prevents escape/prevents substitutions in Trainer battles	

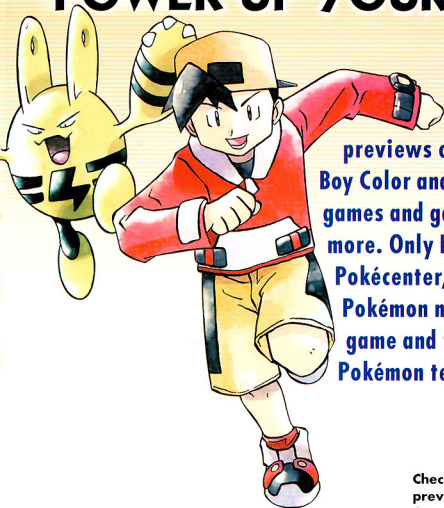


# ABILITIES & ATTACKS

Ability	Type	BA	AC	PP	Effect	TM/HM
Spike Cannon	NRM	20	100	15	Attack 2-5 times consecutively in one turn	
Spikes	GRD	-	-	20	Causes damage every time opponent substitutes a Pokémon	
Spite	GHO	-	100	10	Lowers PP of opponent's last attack by 2-5	
Splash	NRM	-	-	40	No effect	
Spore	GRS	-	100	15	Makes an opponent sleep	
Steel Wing	STL	70	90	25	10% chance of raising your defensive power	TM 47
Stomp	NRM	65	100	20	30% chance of making an opponent back off	
Strength	NRM	80	100	15	Normal attack/moves rocks	HM 04
String Shot	BUG	-	95	40	Lowers opponent's speed by one level	
Struggle	NRM	50	100	1	If used once all PP points are gone, you receive 1/4 of opponent's damage	
Stun Spore	GRS	-	75	30	Paralyzes opponent	
Submission	FTG	80	80	25	Receive 1/4 of damage caused to opponent	
Substitute	NRM	-	-	10	Uses 1/4 of maximum HP value and creates a decoy to take damage	
Sunny Day	FIR	-	-	5	Raises power of Fire-type attacks for 5 turns	TM 11
Super Fang	NRM	-	90	10	Knocks opponent's HP to half	
Supersonic	NRM	-	55	20	Confuses an opponent	
Surf	WTR	95	100	15	Normal attack/can move across water	HM 03
Swagger	NRM	-	90	15	Confuses an opponent but raises its attack by 2 levels	TM 34
Sweet Kiss	NRM	-	75	10	Confuses an opponent	
Sweet Scent	NRM	-	100	20	Lowers an opponent's ability to evade by 1 level/makes wild Pokémon appear	TM 12
Swift	NRM	60	-	20	Attack will always hit	TM 39
Swords Dance	NRM	-	-	30	Raises your attack power by 2 levels	
Synthesis	GRS	-	-	5	Restores HP/effects depend on time of day	
Tackle	NRM	35	95	35	Normal attack	
Tail Whip	NRM	-	100	30	Lowers opponent's defensive power by one level	
Take Down	NRM	90	85	20	Receive 1/4 of damage caused to opponent	
Teleport	PSY	-	-	20	Can escape from wild battles/Go to the last Pokémon Center you visited	
Thief	DRK	40	100	10	Steals wild Pokémon's item/normal attack if it's not holding an item	TM 46
Thrash	NRM	90	100	20	Attack for 2-3 turns successively, become confused once effects wear off	
Thunder	ELC	120	70	10	30% chance of paralyzing an opponent	TM 25
Thunder Wave	ELC	-	100	20	Paralyzes an opponent	
Thunderbolt	ELC	95	100	15	10% chance of paralyzing an opponent	
Thunderpunch	ELC	75	100	15	10% chance of paralyzing an opponent	TM 41
Thundershock	ELC	40	100	30	10% chance of paralyzing an opponent	
Toxic	PSN	-	85	10	Poisons an opponent, damage increases each turn	TM 06
Transform	NRM	-	-	10	Change to same Pokémon as opponent with same attacks, all PP at 5	
Tri Attack	NRM	80	100	10	20% chance of either freezing, burning or paralyzing an opponent	
Triple Kick	FTG	10	90	10	Attacks 3 times in a row, damage increases each time	
Twineedle	BUG	25	100	20	Attacks twice in a row during one turn, 20% chance of poisoning opponent	
Twister	DRG	40	100	20	20% chance of making an opponent back off	
Vicegrip	NRM	55	100	30	Normal attack	
Vine Whip	GRS	35	100	10	Normal attack	
Vital Throw	FTG	70	100	10	Independent of speed, attack turn will be second but a sure hit	
Water Gun	WTR	40	100	25	Normal attack	
Waterfall	WTR	80	100	15	Normal attack/can climb up waterfalls	HM 07
Whirlpool	WTR	15	70	15	Prevents escape, continuously attack for 2-5 turns/can cross over whirlpools	HM 06
Whirlwind	NRM	-	100	20	Ends battles with wild Pokémon, forces substitution in Trainer battles	
Wing Attack	FLY	60	100	35	Normal attack	
Withdraw	WTR	-	-	40	Raises your defensive power by one level	
Wrap	NRM	15	85	20	Prevents escape and lets you attack continuously for 2-5 turns	
Zap Cannon	ELC	100	50	5	If you hit an opponent it will always be paralyzed	TM 07



# POWER UP YOUR POKÉMON!



Nintendo Power features strategy reviews and previews of the hottest games for Game Boy Color and N64, news about upcoming games and game systems and so much more. Only Nintendo Power brings you the Pokécenter, which features all the latest Pokémon news, Q&A on every Pokémon game and tips for building a better Pokémon team.

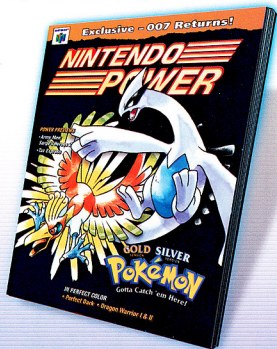
## Subscribe to NINTENDO POWER

Check out Nintendo Power for maps, strategies, previews, codes, tips and tricks for the latest Game Boy Color and N64 games.

## SPECIAL OFFER!

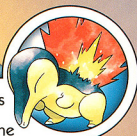
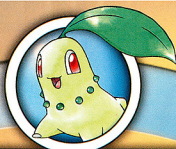
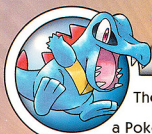


What time is it? Nintendo time! The fantastic N64 watch is our gift to you for subscribing to Nintendo Power for only \$19.95\* per year. Ask for offer #4221.




**SUBSCRIBE TODAY AT [WWW.NINTENDOPOWER.COM](http://WWW.NINTENDOPOWER.COM) OR CALL 1-800-255-3700**

\*Canadian subscribers pay \$27.95. Prices are subject to change without notice. Please allow 4-6 weeks for delivery. Merchandise offer good while supplies last. Only VISA or MasterCard accepted with phone orders.



The Pokémon Gold Version and Silver Version Complete Pokédex is a Pokémon Trainer's ultimate resource for catching and training all of the Pokémon found in the tall grass, caves and waters of Pokémon Gold and Silver. The Complete Pokédex features detailed information on all the learned abilities, Technical Machines and Hidden Machines each Pokémon can use, plus the locations where each Pokémon can be found. No serious Pokémon Trainer should be without the Pokémon Gold Version and Silver Version Complete Pokédex.

-  Abilities lists for all Pokémon from Red, Blue, Yellow, Gold and Silver, plus Mew
-  Locations of all the Pokémon found in Gold and Silver
-  Detailed information on Items and Attacks
-  Professor Elm's Notes

\$14.99 U.S./\$17.99 Canada



0 45496 69197 4

ISBN 1-930206-06-2



9 781930 206069



# ITEM LIST

## Health Items

Item	Description	Location	Price
Antidote	Cures poisoned Pokémon	Pokémon Mart/Route 31	100
Awakening	Wakes sleeping Pokémon	Pokémon Mart/Caves	250
Berry Juice	Restores 20 HP	Give a Berry to Shuckle	-
Burn Heal	Heals burned Pokémon	Pokémon Mart/Towns/Caves	250
Elixir	Restores 10 PP to all abilities	Roads/Caves/Gift/Mystery	-
Energy Root	Restores 200 HP but is very bitter	Goldenrod City	800
Energy Powder	Restores 50 HP but is very bitter	Goldenrod City	500
Ether	Restores 10 PP to one ability	Roads/Caves/Gift/Mystery	-
Fresh Water	Restores 50 HP	Department Store/Mt. Moon	200
Full Heal	Cures any condition	Pokémon Mart/Caves	600
Full Restore	Cures any condition, restores all HP	Indigo Plateau/Caves	3,000
Heal Powder	Cures any condition but is very bitter	Goldenrod City	450
Hyper Potion	Restores 200 HP	Pokémon Mart/Roads/Caves	1,200
Ice Heal	Thaws frozen Pokémon	Pokémon Mart	250
Lemonade	Restores 80 HP	Department Store/Mt. Moon	350
Max Elixir	Restores all PP to all abilities	Roads/Caves/Gift/Mystery	-
Max Ether	Restores all PP to one ability	Goldenrod City/Roads/Gift/Mystery	-
Max Potion	Restores all HP	Pokémon Mart/Roads/Caves/Mystery	2,500
Max Revive	Revives fainted Pokémon, restores all	Roads/Caves/Mystery	-
MooMoo Milk	Restores 100 HP	MooMoo Farm/Wild Pokémon	500
Paralyze Heal	Cures paralyzed Pokémon	Pokémon Mart/Caves	200
Potion	Restores 20 HP	Pokémon Mart/Roads/Caves	300
Rage Candy Bar	Restores 20 HP	Mahogany Town	200
Revival Herb	Revives fainted Pokémon	Goldenrod City	2,800
Revive	Revives fainted Pokémon, restores 1/2 HP	Pokémon Mart/Roads/Caves/Mystery	1,500
Sacred Ash	Revives all fainted Pokémon	Wild Pokémon	-
Soda Pop	Restores 60 HP	Department Store/Mt. Moon	300
Super Potion	Restores 50 HP	Pokémon Mart/Roads/Caves	700

## Berries

Item	Description	Location
Berry	Restores 10 HP	National Park/Routes 29, 30, 38, 46, 11/Mystery/Trade
Bitter Berry	Cures confused Pokémon	Blackthorn City/Routes 31, 43, 1/Mystery
Burnt Berry	Thaws frozen Pokémon	Route 44/Fuchsia City/Pewter City/Mystery/Trade
Gold Berry	Restores 30 HP	National Park/Mystery/Trade
Ice Berry	Heals burned Pokémon	Pewter City/Routes 36, 26/Mystery/Trade
Mint Berry	Wakes sleeping Pokémon	Routes 39/Pewter City/Mystery
Miracle Berry	Heals all conditions	Mystery
Mystery Berry	Restores PP	Routes 35, 45/Trade
Paralyzecure Berry	Cures paralyzed Pokémon	Violet City/Routes 46, 8/Mystery
Poisoncure Berry	Cures poisoned Pokémon	Routes 2, 30, 33/Mystery

### Key

**BA:** Base attack power

**AC:** Accuracy

**GIFT:** In-game gift

**MYSTERY:** Mystery Gift

**TRADE:** Pokémon traded from **R, B** or **Y**

**WILD:** Pokémon caught in **G** or **S**



# RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at [www.retromags.com](http://www.retromags.com).

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!

